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 - Tony Tokushi brings you latest on a new martial arts game called Kung Fu Master
- 17 REVIEWS
 - OK youse guys. Dis Herbs de Godfather speakin! If you don't like the Game of the Month then there's sumthin' wrong wid you. No, let me put it another way. If you don't like the Game of the Month there WILL be sumthin' wrong with you. Getta the idea? It's called *Movie* and is all about gangsters and private eyes and shooting — my favourite subjects. There's a few udder games too — like the extremely amusin' *Space Doubt* and the excellent *Enigma Force*.
- 82 ARCADE ACTION
 - All the action from the ATE show — where all the hot new games are announced



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TRENDS

THIS ISSUE

Greetings illustrious ones! You have just made the purchase that will change your life — for the next 28 days anyway. If you've never grabbed a copy of **C+VG** before — well, where have you been? You don't know what you've been missing! Here's what you'll miss this issue if you decide to buy *Practical Frogbreeder*. Instead of the world's best computer games magazine. There's a games player's guide to the hottest game to hit the 64 since *Rambo*. It's *Andrew Braybrook's Urielum* — a fast and furious zapper set to take the charts apart. We've got a special set of maps plus hints and tips on game play straight from the programmer's mouth. There's an exclusive peek into the mystical world of *Swords and Sorcery*, the ultimate D&D game for the Spectrum. We've got a map of the first dungeon plus hints written by SAS programmer *Mark Simpson*. SAS players just can't afford to be without this special guide.

Then there's a peek at some exciting new games from *Elite* — the *Commando* people — who have gone back to the arcades to bring you a computer conversion of *Ghosts n' Goblins* a stunning graphic adventure game.

More adventure in the shape of *Keith Campbell's* special three-way review of *Lord of the Rings*, plus all the hints and tips you could ever want in the shape of the one and only *Adventure Helpline* — often imitated but never equalled. Then there's competitions like the truly meaningful *Mavis* gangster quiz. You could win a copy of our Game of the Month. Now there's an offer you shouldn't refuse.



RUNESTONE

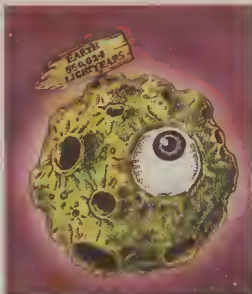


THE BUGHUNTERS/85



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SPACE DOUBT POSTER/55



BACK TO THE FUTURE/26

A MESSAGE FROM THE EDITOR

There I was, sitting peacefully with my feet up on the desk watching *QISS* trying to get through the 10th level of *Urielum* when I started hearing these voices in my head. It's not that I'm going crazy or anything — IDEAS CORP. let all their employees with a transistored communication device. It fits into the back of your neck. It was HIM, the Big Boss. "Tim," he said, "Were on first name terms you know (swagger swagger). We're going to have to put 3p on the price of C+VG." WHAT? I thought back at him. Have you ever tried to think exclamation marks? It's very difficult. "Why?", I asked.

"Well, our Insurance premium has gone up because of all the damage Big Red has been doing to children's homes. Melissa's clothes bill is pretty high and then there's the cost of keeping that chop Campbell in the penhouse."

What all that means is that your C+VG will cost you 98p from this issue. But rest assured C+VG will be even better value for money from now on. And we promise to keep Red away from the children's homes. If you want to keep up with what's happening in the wonderful world of computer and video games put an order in for C+VG from your newsagent today.

AMSTRAD • COMMODORE

ARCADE

YIE AR KUNG FU

If you can master the ten moves, expect the unexpected and FIGHT for your LIFE against the formidable masters of the martial arts you may live to meet them again on the mountain or in the Temple.

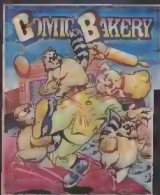
COMIC BAKERY

- *Panic in the bake-shop
- *Fast and furious arcade fun.
- *Help Joe the baker defend his laaves from the rascally raccoons.
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ACTION

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am
nami

KUNG-FU

CADE
HOT
LOTS

PING PONG



PING PONG

You can almost feel the tension of the big match breaking through the screen...the expectant crowd is almost on top of you! You return the service with a top spin backhand, then a forward back-spin, the ball bounces high from your opponent's looping, defensive lob...SMASH!...a great shot opens the score...but this is only your first point! Play head to head or against the computer in this, Konami's first and best table-tennis simulation.

HYPER SPORTS

Enter the stadium of Konami's No. 1 arcade smash-hit sports simulation. From the finesse and skill of Archery and Skeet Shooting to the critical timing and brute force of weight lifting - six events to test you to your limit. Hyper Sports - continuing the challenge where 'Track and Field' left off.



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NEWS

■ The mighty **U.S. Gold** has taken yet another software house under their corporate wing. But this time it's not a company from the other side of the Atlantic. This software house is British and has won C+VG's Software House of the Year Golden Joystick Award for two years running. Yes, it's **Ultimate** — how did you guess?

The two companies have merged and U.S. Gold will now take control of international manufacturing, promotion, marketing and sales of Ultimate Games. The Ultimate people say they are going to concentrate on games development and expect to release at least six new titles for major micros during '86. The association began with the release in January of three Ultimate games, **Pentagram** and **DragonSkullie** for the 64 and **Cybertron** for the Spectrum.

Does this mean that the supply of good American games is drying up?

■ What's *Return of the Flat*?

The follow-up to the classic **Exploding Flat** that's what Melbourne House tell us that the Aussie programmers are beavering away on this project even as you read this. The game will be out much later this year. Our mortal arts experts can't wait.

■ Hey boss! Mugby's back in town — looking for trouble! You remember **Mugby** the gangster from **Melbourne House** who stunned everyone with his good looking graphics about 18 months



back. Well, he's been away "resting" for a while but now the Melbourne House gang have sprung him and has out looking for revenge! He's looking even better than when we last saw him and the ocean — well it's pretty fast and furious. If you want to know more, just keep watching this space — or look out for **Mugby's Revenge** on the Spectrum — he'll be coming your way soon!



■ Here's a glimpse of the fastest thing yet seen on the Amstrad. English Software's **Elektra Glide** already a hit on the Atari and C64 is destined to hit the screens of the Amstrad in March. It'll feature the tunnels, hair-raising bends and neat music all the other version. With two channel sound available on the Amstrad it should sound pretty special. The game will sell for £6.95 on tape with the disk price to be announced.

■ Prepare for a trip you'll never forget. A trip that takes in all the planets in our Solar System! Martech take a rest from the arcade action to wisk you away through the stars. Their next release will be **The Planets** based on that fascinating Channel 4 TV series starring one

astronomer **Heather Couper**. The program will apparently allow you to visit each planet in turn, diving down across the surface and gathering information about the planet as you go. Watch this space for more details as we get them.

■ Picture a bouncing tennis ball, add a touch of hopscotch and what do you get? Gremlin's new Commodore 64 game **Bouncer** that's what.

You control a bouncing tennis ball and move jumping from square to square. Not all the squares are the same, some are set further apart.

Miss the square and end up on what Gremlin describes as mountainous terrain and a life is lost. Extra hazards include lava pools and what appear to be aliens zooming around. Some other squares have question marks on. Land on these and you could gain an extra life or lose one.

C+VG received a preview copy of the game, so changes could be made to the game which goes on sale.

The game is certainly different and difficult! But why, we ask, is it called **Bouncer**? Perhaps Gremlin hope it will take the charts by leaps and bounds.

■ Steve Turner the man who brought you **Avalon**, **Dragontec** and more recently **Astra Clans** is currently working on an exciting new arcade adventure called **Ziggurat**. Steve says the game is a bit like **Gyrosage** — featuring 3D pyramids inhabited by robots and stuff. Like Steve's other games this will be released by **Hewson**.

Meanwhile, watch out for another new release from Hewson, called **Sphinx**, which stars a bunch of Egyptian explorers. Steve's **Ziggurat** will be released for the Spectrum in April and will cost £7.95.

TWISTER

C+VG

COUPON NO.1

■ Now here's what we call a SPECIAL offer. A whole £1.50 off **Virgin's** mega collection of his games for the C64 and Spectrum — **Now Games 21**. The collection normally sells for £8.95 — but the IDEAS Corp executive managed to persuade Virgin to knock some cash off the price after revealing that they had some pictures of the Virgin team dressed up in rabbit suits.

How do you get in on this wonderful offer? Simple. Just send a cheque or postal order



for £7.45 made payable to Virgin Games Ltd, together with the special C+VG Now Games Offer coupon, to Virgin Games C+VG Now Games Offer, 2-4 Vernon Yard, Portobello Road London W11 2DX.

What do you get on the tapes? The C64 version has **Aliwolf**, **Chuckie Egg 2**, **Tir Na Nog**, **Cauldron** and **World Cup II**. The Spectrum version has **Aliwolf**, **Tir Na Nog**, **Cauldron**, **Chuckie Egg** and **World Cup**. Don't delay. Get your coupon in TODAY!

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Ever wondered what it was like to take part in a medieval tournament? You know jousting, archery and all that. Well now English Software will put you in the picture with a neat twist to all those sport simulations. **Knights of the Round** is a sort of Ye Olde Daley's Superfest.

Instead of all those mundane

athletic events, you get to chance your arm at sword fighting, axe duels, archery, quarterstaff contests to name but a few. You can take part in eight different events in all on your Amstrad or C64.

The Amstrad version will be out at the end of February at \$8.95 while C64 owners will have to wait until March.



Chaos away chaps. That absolutely spiffing wizard of the air, **Biggles** is all set for take off in a new computer game from Mirrorsoft.

The game will be based on the exploits of W E Jahn's hero in a film due for release this spring.

Details of the game are still vague at the moment but Mirrorsoft says it will be a multi-part game and load in several sections.

The **Biggles** film is to be given a Royal premiere

point section can be displayed on the screen. Although the output is essentially black and white the input can be monochrome or colour — so you can digitize shots from old movies — or the latest pop videos!

The Print Technik Digitizer costs £149.95 (inc VAT). You'll need a Commodore 64 or 128 with disk drive. A version for cassette-based users will be available shortly. Contact Supersoft on 01-861 1146 for more details.

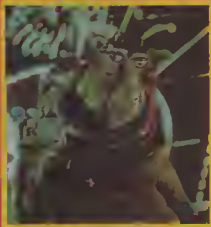
Here's looking at you! C64 owners who have everything will go over the rainbow when they get their hands on the **Print Technik Video Digitizer** which was used to create these near pictures of Hollywood Greats like Humphrey Bogart, Ingrid Bergman and Judy Garland.

One obvious application of the video digitizer is to produce digitized pictures for use in tutorials and simulations — or even adventure games. Pictures are displayed on the 64's screen using four colours — black, white, and two shades of grey — but any of these colours can be changed to make a more colourful picture.

The digitizer takes 4 seconds to produce a 256 by 256 pixel image, of which only 160 by 200

Mercenary madness has gripped C+VG's readers — and anyone who has played the game will know why! But even as you poor unsuspecting folk are learning how to cope with the Malyars of Targ those cunning people at **Novagen** are working on **Mercenary II**. This will take your soldier of fortune off the planet Targ and into the surrounding planetary system.

Novagen boss **Bruce Jordan** says that in this sequel you'll be able to visit two or three nearby planets — where who knows what will be waiting for you! In the meantime Novagen are publishing the **Targ Survival Kit** plus a novel called **Mercenary: Interlude on Targ**. If you can't wait then simply grab a copy of C+VG next issue when we'll be bringing you a games players guide to life on Targ.



There are a couple of movies worth a look in **So Fly up in Explorers** — film directed by the **Gremlin** man **Joe Dante**. It's a sort of **Gremlins** meets **E.T.**, and features a group of teenagers who build their own spaceship out of a rug in their backyard.

Explorers starts — as often called with — destined to become the next hit of the season.

Another movie to watch out for

is a German production called **Enemy Mine** — is directed by **Wolfgang Petersen**, who also brought you **Neverending Story** but don't hold that against him as **Enemy Mine** looks to be a much tougher proposition with some stunning sound effects. The film is set on an interstellar cruiser which moves from planet to planet, carrying out mining operations and gets tangled up with some aliens.

SHE'S COMING

TWISTER



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NEWS

ROCK Gossip

BY TONY TARDUCCI

How many more hysteries must I break before I can reach Master? I asked, my features contorted with the pain. "Just live or more Glostahopper" he said without emotion.

"But Master. Must I truly rip the sticks in half and chew the live buttons?" I mumbled, spitting out a mixture of chewed red plastic and teeth.

"Yes. It is vital to rolling for you. Commuter games are damn clever. They never rise up so neither must you!

"Ah-h-h-sooooo," I gurgled. A few hours later, armed with this vital piece of information, I slipped in my false teeth and sat down to play the latest and greatest US Gold release **Kung-Fu Master**.

Kung-Fu Master is the officially licensed and very tasty conversion of the hit arcade game of the same name. It's available now for the Commodore 64 and comes on cassette or disk at \$9.95 and \$14.95 respectively.

The game casts you as the Kung-Fu Master out to rescue your beloved from the clutches of the evil wizard. You have to travel through five floors of his danger ridden temple to reach her. Each floor is represented by a passage way. You can move freely left to right or vice versa.

Along the way some real mean henchmen try to stop you reaching the stairway at the end of the passage which takes you to the next floor.

As a Kung-Fu Master you can defend yourself with deadly kicks or punches.

The range of moves is impressive. You can kick at punch high or low to the left or right. You can also leap straight up or sideways while delivering a kick. You can toggle between kicks and punches by pressing the space bar. Sounds complicated but in fact this control system works very well.

The player can start the game on any of the five levels and in-

either one or two player mode.

The play screen shows two gauges: one for your strength one for your opponent's. The more hits you take the more strength you lose and you'll lose one of your three lives if the gauge hits zero.

There is also a time/bonus counter so the quicker you clear a floor the higher your end of wave bonus.

There are three main types of henchmen. Tall purple-clad coolies who are punch fodder they present no real problem. A short green man, like the Green Yama from **Bruce Lee** who is a real pain. And a dart throwing Chinaman who looks like Des O'Connor gone wrong.

Timing is all important. It takes a little while to get the true feel of the game but when you have, boy-oh-boy are you HOOKED.

You can put together some beautiful speedy combinations as you are attacked from both left and right and high and low on the upper floors.

Coupled with this action is a catchy rhythmic backing tune that only stops to create a lovely thwacking sound when you hit your opponent's.

The ability to choose which of the five floors you wish to play is very nice for those special practice sessions.

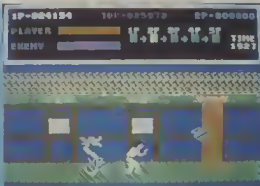
Yes there are only five levels but **Kung-Fu Master** is no pushover. The levels are hard and VERY skillful!

Too much is made of a game having dozens of screens to work through these days. Five action packed, skillful screens are truly worth more than most others offering ten times that — Glostahopper!

Once you've grasped the basic timing of the game those dreaded guardians at the end of each floor will pose the next problem.

You do these dances to stop you reaching the stairs and the next level behind them.

Each guardian has a special attacking quality. On the first



floor he wields Chucks and batters you senseless if you stand too far away from him. To beat him, stay close to his body and hit him with punches.

The guardian on level two is mean. He throws a cythe-like boomerang at you which must be dodged as you deliver a barrage of body blows to drain his energy.

Level three has a huge guardian twice your size. I leave this gem for you to crack.

Four and five just get worse but in the nicest, challenging possible way!

The higher levels also feature billiard vases, energy sapping butterflies, live-breathing dragons, exploding balls (mind the debris!) little glow-worms (well that's what I call them!) and head-butting little green men (honest!).

In themselves they present a small challenge but the mix of attack from both sides and at different heights really makes for a truly awesome battle.

Kung-Fu Master will be available from February 3rd.

But bear this in mind. If you are thinking of buying this game then remember it is very very hard to put the joystick down unless you've just had to eat it, of course!

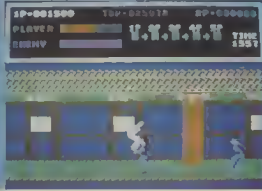
Cast your mind back to September and the Perso!

Computer World show and you'll recall that Eugene Evans, the original computer whizz-kid, was jealously guarding on Atari ST running one of the first bits of games software for this mega-machine. He wasn't giving anything away about the game called **Breastecus** from his new company called **Pygnosis** — something about computer magazines being nasty to him in the past. Still now the game is completed and C+VG managed to get a peak at it.

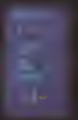
Breastecus is probably the first bit of home grown games software — sorry interactive video — for the ST. It's also available for the Apple Mac and Commodore's Amiga. Software for machines a cut above your normal home micro. But with the STs price dropping who knows.

Meanwhile, back of the game The Instruction manual begins with an odd bit of pretentiousness in the shape of a quote from John Ruskin which reads: "All works of taste must bear a price in proportion to the skill, losses, time, expense and risk attending their invention and manufacture. These things called dear are, when justly estimated, the cheapest. All this just to rub the fact in that the people behind **Breastecus** think it's the bee's knees.

Just a quick glimpse of **Marble's** C64 version of **Zoids** in preparation for our review next issue. This version of the game featuring your favourite mechanical robots has been considerably enhanced — and dare we say it looks and plays better than the Spectrum original. Watch out for our Player's Guide next ish.



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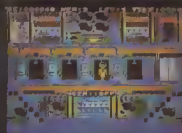
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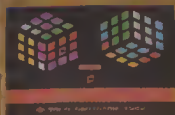
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elite

EXPLODING IN



Top Secret...Top Secret... C+VG presents an exclusive glimpse of some new games from Elite, the people who brought you Commando and Frenk Bruno's Boxing.

The games include the arcade favourites **Bombjack** and **Ghost 'n' Goblins**. And there's also that cartoon smash **Scooby Doo**.

So read on for the latest information on games from end for the Elite.

Following the success of *Commando*, the number one game at Christmas, Elite is poised to shoot up the software charts this spring with new conversions of arcade hits, *Bomb Jack* and *Ghost'n'Goblins*.

And despite what you've read in other magazines, Elite still plans to release its computer cartoon adventure, *Scooby Doo* in the Game Mystery for the 48K Spectrum.

Hitting the shops first will be *Bomb Jack* for the Commodore 64, Spectrum and Amstrad. *Bomb Jack* has been around in the arcades for approaching two years and it's surprising nobody has snapped up the rights from Tehkan before now.

The game is simplicity itself. But at the same time it's extremely addictive and challenging — as the game's long life in the arcades proves.

The idea is for Jack, a jolly masked and caped character, to leap around the screen collecting bombs, avoiding enemies and piling up the points.

Jack can collect the bombs in any order, but if he follows the correct sequence — indicated by flashing bombs — extra points can be obtained. And if you can get the power ball — the ball with a P on it — you can defeat all your enemies.

The Greek-looking temple, castle and a cityscape, original. There are four screens, the settings being the pyramids, the Greek-looking temple, castle and cityscape.

The screen shots shown here are from the Commodore 64 version and are almost complete. The main differences from the finished version is that the moving sprites — except Jack — will be slightly smaller.

Once the four screens have been completed, the sequence is repeated but with increased difficulty.

Ghost'n' Goblins should be released by the end of March, again



N TO ACTION



The knight has five kinds of weapons to destroy the attackers. But let these gruesome creatures touch you and you are once again unclothed. If touched again you turn into a skeleton and collapse into a pile of old bones.

Scooby Doo in the Castle of Mystery will be released in April, says Elite boss Steve Wallace, but it will be different from the version which has been heavily advertised.

Elite's programmers found that having created the very impressive cartoon graphics, there was not enough memory left in the 48K Spectrum to make the game playable.

But, says Steve, the idea of a Scooby game is too good to drop completely and work has had to start all over again.

Right, here's your chance to get in on the explosive action of Elite's Bomb Jack with this exclusive offer in Computer + Video Games.

In the shops Bomb Jack will cost you £7.95 on the Spectrum, £8.95 on the Amstrad and £9.95 on the Commodore 64.

But if you send the token on this page to Elite you'll get £2 off the price of the game for your machine.

Send your cheque or postal order plus the token to Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW.

C+VG/ELITE BOMB JACK OFFER

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Machine owned



for the Commodore 64, Spectrum and Amstrad.

Those who've played the Capcom game in the arcades know it has a vast amount of screens — so many in fact that the makers say very few people have completed the game.

Elite's version will take a selection of the best screens from the game, which is packed with the walking dead graveyards and many other nasties.

The game starts at the edge of a graveyard where a princess — tending the wounds of a knight — is abducted by a messenger of Hades. The knight, dressed only in his undies, sets off to rescue the princess.

But to rescue her the knight must pass through six gates guarded by Satan's generals to reach Hell itself. Demons attack the knight as he progresses.

As the knight sets out on his mission he almost immediately stumbles on a suit of armour. Then it's into the graveyard where the undead rise from the ground and close in on our valiant hero.





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KEY

topically g
graphics g
I you in the
know it all things
and beautiful

SOUND

the sound loud and proud
nd 'revelation' does the
se from your movie sound
thought you've got your
stuck in a bucket of

VALUE

is this game really worth an
arm or a leg to buy. Should
its bag bonus, but never
real - to get the cash to
this game and be the envy o
of your friends? Or should
start until the game turns up
in the bargain basement
after just one week on sale.

PLAYABILITY

Will you have to be dragged
screaming from this sick
after 24 hours of continuous
play? And will the bonus for
extra 24 hrs. you give up after
a few minutes?

C+VG HIT

Don't rush this if you've any
series. The C+VG's way of
telling you this game is the
BUSINESS

GAME OF THE MONTH

The Computer + Video
Games accolade of Game
of the Month is the highest
honour our team of reviewers
can bestow on a game.

It goes to the game - be it
for the Spectrum, Commodore
64, Amstrad, BBC, Atari or
any other make of computer
- which we honestly believe
to be the best game we have
seen during the month.

The key points we look for
are all the normal ones
included in the Key plus
originality. Technical excel-
lence counts for a great deal
and, as we all know,
programmes are getting more
and more from their machines
each month it passes.

But, above all, the
absolutely vital ingredient is
FUN. If it's not fun, we don't
rate it to know.

MOVIE

● **Machines:** Spectrum/Amstrad
Supplier: Ocean
● **Price:** £7.95 (Spectrum) £8.95
(Amstrad)

The neon light outside the
IDEAS CORP security HQ
flickered fitfully as I sat gazing
out of the window and the
rain swept street. The private eye
business had been slow since
I'd solved the case of the
Maitre's Poppies.

I noticed a shadow in the
street below. Suddenly I threw
something up at the window
my window. The glass shattered
and an object crashed down on
my desk.

Brushing the shattered glass
aside I picked out a cassette -
a computer cassette. It showed
no anti social tendencies. Like
going BOOM! when I touched it.
So I pulled my trusty Spectrum

from my shoulder holster and
loaded up the tape.

That's when my world
changed. After the pretty
ordinary loading screen
disappeared I found myself in
the realistic world of 1983
computer games.

My job was to locate a gangster
HQ and discover a huge sample.
But once I'd entered the
main menu I found a whole
bunch of hidden goodies to rub
my eye.

There are really good and evil
guys. There's a good and evil
ghost. There's a good and evil
Two identical bad guys to be
exact. Not quite identical - one
is a goods, the other is
downright evil. The good ailer
will lead you to the boss. The
evil sister will lead you into a
trap!

You'll find useful items lying
around as you explore - like a
useful equaliser - gun to you
- in the third room you come
to.

You'll also come across
bombs which you can throw
around - and booby traps
which could blow you up.
The whole game is con-
trolled. Which means you have
to use your joystick or keyboard
to select which feature or
action you want to access.

You can pick up or drop
items, use the "speech bubble"
to communicate with other
characters via the keyboard,
throw things, pause or abort the
game - and even decide to
punch someone.

It's important to examine
each room carefully. There
might just be something useful
hidden on the desk top or on
the floor. Don't disregard
anything.

Some of the beddies can be
avoided by some careful
footwork as well as well aimed
punch. Only use your gun in
moments of severe danger. You
only get one life - so use it
wisely.

The rooms are drawn in
Ultimate style forced
perspective 3D. Only one colour
per room - but each room is
packed with intricate details.

The vocabulary is a bit limited
but sometimes you can have
interesting conversations. Don't
spend too much time chatting-
up the girls!

Movie is a brilliant game. It
has atmosphere with a capital
'A'. Catch it when it comes to a
shop near you!

● Graphics	8
● Sound	8
● Value	10
● Playability	10



● **Machine:** C64/64
● **Supplier:** Newson
● **Price:** £8.95 (Spectrum) £12.95
(Amstrad)

A game hasn't caused such a
furore in the C+VG since
the arrival of *Explosion 2*.

Andrew Brayton's *Uridum* is
simply the best 64 game we've
seen since *Ice*. It's a good-
looking, sounds great and the
action comes thick and fast.
You find more details about
the game elsewhere in this
issue, but if you're a 64
owner, are you don't look out
and grab this game. There's no
time for you.

You won't drop what's in
your hands for days after you've loaded
Uridum into your 64.

● Graphics	10
● Sound	10
● Value	10
● Playability	10



● CONTINUES ON PAGE 20 ●



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Popular Computing Weekly, October 1985

"... the best arcade adventure of the year."

Your Spectrum, November 1985



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WINTER GAMES v WINTER SPORTS

- Machine: Spectrum/C64
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- Machine: Spectrum/Amstrad
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- Price: £8.95

Can *Winter Games* on the Spectrum be as good as the C64 version? And what's this — another contender in the computer Winter Olympics called *Winter Sports*? C+VG's reviewers waxed their skills, watched a couple of *Ski Sundays* on BBC2, and prepared to go on the piste for a barle royale between these two snowbound sports simulations.

First let's take a look at the events you get in both packages.

Winter Games gives you Figure Skating, Free Skating, Speed Skating, Hot Dog acrobatic stunt skiing, Ski-Jumping, Biathlon and Bobsled.

Winter Sports gives you three sorts of skiing, Slalom, Giant Slalom and Downhill, plus Ice Hockey, Speed Skating, Ski

Jumping, Bobsled and the Birelton.

First we have to say that the figure and free skating events in *Winter Games* are pretty pathetic on the Spectrum version reviewed. The skating figure is simplistic and the backgrounds boring. The good news is that you don't have to bother with these two events unless you want to compete in everything for an overall score.

The quality of the games improve by leaps and bounds once you've got over the skating. The ski-jump, hot dog, biathlon, bobsled and speed skating events have similar graphics to the C64.

My favourite event is the Biathlon — a combination of cross country skiing and rifle shooting. The idea is to complete a cross country course in the quickest time — at the same time hitting as many targets as possible along the way. The *Winter Games* version has a "pulse" feature which measures how tired your skier is getting.

You must wait until your pulse rate has dropped to around 80 before attempting to shoot at targets. Otherwise the cross hair sight governed by your pulse rate will be jumping up and down across the target at an impossible speed! You can make sure your pulse isn't racing by ensuring your skiing action between rifle shooting sections is as smooth and controlled as possible.

Next best event is the Bobsled — extremely difficult to do right and featuring some excellent graphics. You see a plan view of the course with a marker showing your position on — or off — it.

Hot Dog skiing is, to say the least, different and challenging. Speed skating is a bit like those bike racing events in other sports simulations. You've got to get the rhythm right to be any good. Ski-jumping is fun too.

If the figure and free skating are a disappointment in *Winter Games* then the Ice Hockey feature in *Winter Sports* is

equally unattractive. The teams are mismatched men and the game itself is too simplistic to be challenging. Much too easy to score goals against a computer opponent.

Up to four players can compete in *Winter Games*, two in *Winter Sports*. Both games give you high scores tables, but only *Winter Games* has the useful practice mode for events.

So which package gets the gold? For our money the *Winter Games* version just has the edge on presentation and playability — despite the naff skating bits.

Winter Sports comes a close second, however, because it features straight skiing games. How can you have winter sports without downhill skiing? Excuse me while I go back to waxing my skis.

	Games	Sports
● Graphics	4	7
● Sound	7	7
● Value	6	7
● Playability	8	7



- Machine: Spectrum
- Supplier: Frabird
- Price: £2.99

There's no disputing that *Rasputin* is a good looking game. And at the price it's a real bargain. But when you play this Ultimate done you'll have to be paid perfect when you're moving about, otherwise you'll end up going no where fast!

Meanwhile, back to the scenario. The spirit of evil old Rasputin, once man-men at the Russian Czar's winter palace, has risen from the multi-dimensional abyss and wants to bring chaos to the world.

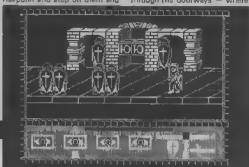
Your job is to enter this multi-dimensional domain and find the Jewel of the Seven Planets. To reach the jewel you have to neutralise the eight spells that have been cast by Rasputin.

To do this you have to enter

the courtyard of the darkside and enter the world of the Seven Planets. You are armed only with a sword and shield which have limited lives. Find the stones with the mark of Rasputin and step on them and

you will absorb the power of the stone.

You begin on a 3D catwalk dotted with doorways protected by vicious guards. You can either sneak or fight your way through the doorways — where



you'll find one of several amazing looking 3D "castles" inhabited by odd creatures. Some of these screens are quite stunning in their complexity. You have to watch you don't fall from the catwalks or castles — you plummet downwards only to be rescued by a little fluffy cloud which carries you back to where you started from. But the more you fall the more life-force you lose.

Rasputin isn't an easy game to play. You'll need to spend some time on the game to get the most out of it. It's graphically excellent — but game control leaves something to be desired.

● Graphics	9
● Sound	7
● Value	10
● Playability	7

ZODIS

- Machine: Spectrum
- Supplier: Martech
- Price: £7.95

The battle against the mighty Red Zoids begins with this, the best game from Martech so far. It's another icon driven game — but don't be misled into thinking that you don't need all your arcade skills to beat the game. Fast reactions and quick thinking are essential if you are to succeed in your quest to rebuild the Blue Zoid's super weapon, Zoddzile.

The basic idea of the game is to use your skills to locate the different parts of Zoddzile, hidden under enemy Cry Domes, rebuild the mighty machine then seek out the Red Zoid's leader, Rehorn the Terrible, and destroy him.

Once you've loaded the game you'll see your Zoidzilla's control panel. You begin to a relatively simple Spiderzoid — but as you find bits of Zoddzile your machine is upgraded and becomes more powerful.

The panel consists of various control icons plus a main view

screen which shows various map views of your surroundings depending on which mode your Zoid is operating in. This main screen is your main link with the outside world. You do have a radio link with your home base which is activated by moving your flashing cursor to the appropriate icon.

Above the icons and main screen is an ECG waveform readout which represents your Zoidthought. As you are supposed to have merged minds with the Zoid this is pretty important.

The game uses a nice windowing technique to report any other messages relevant to the player. The same applies when you decide to launch an attack on a Blue Zoid building with your onboard missiles — or if the Reds are attacking.

Each Red city has a power plant, a mine where more Zoids are manufactured and a radio beacon. All these must be knocked out and the city domes searched for bits of Zoddzile and the all important Zoid Power Pods. If you don't get hold of



power then you won't last long. You'll also find these modes destroyed Siltzerzoid.

It's a good idea to call down an attack from your base on the power plant to begin with. This means power will be diverted from the Cry Dome shields and you'll be able to attack them with your Zoid's missiles.

Don't bother to waste your missiles on the Cry Dome station has been hit. It takes about 30 seconds for your base to send a message — in the meantime watch out for enemy attacks and keep moving.

Once you've destroyed a city dome scan the wreckage using your onboard scanner

You must scan all debris — otherwise you could miss something important. Four of the cities don't have any bits of Zoddzile — but they may have essential power supplies for you Zoid.

Zoids is one for those of you who like a game that tests. This one will keep your interest for some time to come. If you're not a fan of strategy games, instant success steer clear or try Martech's Crazy Comical

- Graphics 8
- Sound 7
- Value 8
- Playability 8

BACK TO SKOOL

- Machine: Spectrum
- Supplier: Microsphere
- Price: £6.95

It seemed Microsphere didn't want us to review this game. Requested for a review copy fell on deaf ears. Still we went out and bought a copy to find out if Microsphere could follow this trailblazer of last year, Skoolzade. At first glance Back to Skool looks very familiar.

But exploring further into the game you discover there's a bit more to Back to Skool. The scenario goes like this. You managed to steal your school report during the last days of term and spent the whole holiday forging teachers' signatures to make yourself look really smart, clever and helpful. All you've got to do is get the report back to the Headmaster's safe without anyone finding out.

All the old teachers featured in Skoolzade are back, plus the bullies, swots and other punts you came to love in the original game. You can change the names of all the characters if you wish, at the start of the game.

In Back to Skool you aren't

limited to the interior of your school like the first game. You can actually get out into the playing fields or pay a visit to the nearby girls' school to let the old moose cause chaos. Mice and frogs play a big part in this sequel.

Like Skoolzade you must avoid getting too many lines — given by the teachers and the Head if you're found doing something you ought not to be. Get over 10,000 and you're expelled.

Also, like Skoolzade, the teachers speak to you in speech bubbles — when they give lines or ask questions.

You can explore the three

floors of both schools at will.

You are armed with a catapult and can find other "weapons" by searching through desks in both establishments. Water pistols and stick bombs are useful.

The graphics are not bad and the animation of the characters is pretty good — although the game does tend to stop dead for a couple of seconds when instructions — which appear in the box at the bottom of the screen — appear.

There's more to Back to Skool than meets the eye. If you were a fan of Skoolzade, you'll enjoy this follow up.

- Graphics 8
- Sound 8
- Value 8
- Playability 8



THE DEVIL'S CROWN

- Machine: Amstrad
- Supplier: Probe Software
- Price: £7.99 cassette/£13.99 disk

Await them, me hearties. Dare you brave the mysterious depths to search for The Devil's Crown?

Legend tells of a sunken pirate ship containing this awesome treasure, guarded by pirate ghosts, killer fish and other nameless horrors.

Your watery quest is to find this crown and the seven jewels removed from it and hidden round the wreck.

Easy? Don't believe it. Arguably the wreck are various fishing objects. Each must be replaced with a solid equivalent. Then the final jewel is revealed which also must be replaced by a solid jewel.

The graphics are clear, sharp and colourful. Not a gam of a game, but good fun for escape adventure fans.

- Graphics 8
- Sound 7
- Value 8
- Playability 8

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| 3. Battle Ship | 13. The King's Quest | 23. The King's Quest | 33. The King's Quest |
| 4. Battle Ship | 14. The King's Quest | 24. The King's Quest | 34. The King's Quest |
| 5. Battle Ship | 15. The King's Quest | 25. The King's Quest | 35. The King's Quest |
| 6. Battle Ship | 16. The King's Quest | 26. The King's Quest | 36. The King's Quest |
| 7. Battle Ship | 17. The King's Quest | 27. The King's Quest | 37. The King's Quest |
| 8. Battle Ship | 18. The King's Quest | 28. The King's Quest | 38. The King's Quest |
| 9. Battle Ship | 19. The King's Quest | 29. The King's Quest | 39. The King's Quest |
| 10. Battle Ship | 20. The King's Quest | 30. The King's Quest | 40. The King's Quest |

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| 9. Battle Ship | 19. The King's Quest | 29. The King's Quest | 39. The King's Quest |
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COMMODORE 64

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|-----------------|----------------------|----------------------|----------------------|
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C+G AR software REVIEWS 6

DOCTOR WHO AND THE MINES OF TERROR

- **Machine:** BBC (version reviewed), Spectrum, Commodore, Amstrad
- **Supplier:** Micropower
- **Price:** £14.95 cassette, Rom Cassette £18.95

My, my! What a huge package! Looking rather like an exaggerated videocassette holder, the game demands attention! This is the follow-up to *Castle Quest*, and bears similarities, though the "MP4 Scrollorama" system has regressed to the standard of JCB (siles "Judder")

The ROM went in without too much bother, except having to bend all the legs inward so they'd stay in the damned holes! And the program loaded beautifully with no trouble at all. A quite material on-screen appeared and the BBC played the well-known theme tune.

This is another game with piles of instructions to wade through. Unfortunately, you won't get far unless you do just that. Skipping the German, French and Spanish, I eventually found out what was going on.

Cutting through the waffle, here is the mission, you have to go into the mines, stop the slans mining something or another, disable the instrument-of-death-and-destruction, and whip the plans so the Master can't make another one. KB has now changed into a moggie. No ordinary moggie, though. This one turns into a pink bubble when it moved. Of course, this frightful creature plays an integral part in solving



the game, so — as much as the idea appeals — you can't haul him off a cliff. Indeed, the Doctor, under my map control, fell over a good number of cliffs. Micropower describe the game as "Brain to brain combat". I feel "Brain to spiky rock impact" would be more apt.

The scrolling is pretty scorable. It isn't flickery as such, but not a patch on *Castle Quest*. The graphics are colourful, and while you can see what everything is, "okay" is the only adjective that really fits.

Fairly complicated instructions can be given to the Sphinx (cat), and as it is invisible to the nasties, it can be pretty handy. In the game's favour, it is very big, and will take a long time to solve. It has been thoroughly planned and represents an impressive challenge.

Hindrance is provided (initially) by track-driven things which look vaguely like a cross between a deek and a Panzer. Actually playing the game is pleasant enough. Timing jumps is frustrating itself, but satisfying when achieved.

After a VERY short time I found myself not particularly caring what fate the Master had in mind for the universe. If you like games of this ilk, though, you will probably love it.

Doc Who fans will buy the game and may be disappointed. Of course, they could be extremely satisfied. Ask the dealer for a demo before you decide.

- Graphics
- Sound
- Value
- Playability

- **Machine:** Amstrad
- **Supplier:** Activision
- **Price:** £9.99

Boxing is a disgusting, degrading sport. It should be banned. Violence for sport and entertainment. How low can you get?

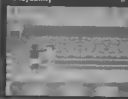
All very true, but boxing also happens to be extremely exciting. I love it. Even when Boomboom Barbe and Wineswell Brown had laid me flat on my back with a cruel series of uppercuts.

Barry McGuigan World Championship Boxing offers you the chance to take on 19 exotically named boxers including the mighty McGuigan. Each fighter has an endurance level ranging from weak to mighty, also various stamina, strength and agility levels. There is also pre-fight training which allows you to build on the individual boxer's strengths to compensate for weaknesses.

The boxing action is seen from the side. The fighting and range of punches is much the same as other boxing games available and is quite satisfying.

For Amstrad owners wanting a boxing game, it's a straight choice between Barry McGuigan and Frank Bruno's Boxing from Elite. We think Frank just has this edge.

- Graphics
- Sound
- Value
- Playability



- **Machine:** BBC
- **Supplier:** Superior Software
- **Price:** £9.95 (Cassette), £11.95 (Doc)

Not content with the success of the original *Repton*, Superior Software has come up with a sequel which is a bit of a skill, colour and excitement.

In style it's a *Repton* game. The change only becoming apparent as you play.

You are stannied right from the start by the astonishing "wow!" which tells you as the game is loading — real sci-fi horror stuff! It's just about understandable if you don't look at the words as they are reproduced on the screen, and turns out to be not the bogeyman about to leap out at

you off your computer, but a preview of a forthcoming speech package from Superior.

The sound continues to impress all the way through the game, with distinctly above-average, even tuneful, music. It's a fitting accompaniment to the quality of the game itself.

You are in a maze, hunting for diamonds as big as yourself. There are 1,634 of them, and you must get them all before you can complete the game. You also have to collect earth, 4,744 pieces of it, kill all 18 monsters lurking in the maze, use all the 64 transporters which whisk

you off to different parts of the maze and collect 42 jagged puzzle pieces.

Apart from monsters, there are other hazards — falling meteors and boulders, spirits, and evil-looking skulls which kill at a touch. One of the many problems of *Repton* is that you can't kill monsters directly — you must arrange for boulders to fall on them, not an easy matter.

Great cunning and devilishness is required. The only way to get rid of the apits is to trick them into cages, where they turn into diamonds

Some diamonds are hidden in aries, and to open them you must find the combination key. Trickers still, you have to plan your route most carefully, ensuring that you don't get cut off by falling rocks, or block off a section containing a vital diamond, transporter, key or jigsaw piece.

If you allow a boulder to seal off a passage containing so much as one diamond, you cannot complete the game.

The graphics are smooth and very colourful, and the game as a whole is demanding and absorbing.

- Graphics
- Sound
- Value
- Playability

REPTON 2

► CONTINUED FROM PAGE 22

► CONTINUES ON PAGE 26

ROCK'N' WRESTLE

Rock'n Wrestle—the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. More joystick moves than you imagined possible—over 25—including the atomic drop, aeroplane spin, piledriver, body slam, back breaker, arm twist, elbow drop and turnbuckle fly.

Flock'n'Wrestle—the challenge begins here!

Available for Spectrum £3.95, C&A and Amstrad £3.95.



MELBOURNE HOUSE

[illegible]

BACK TO THE FUTURE

- Machine: IBM64
- Supplier: Electronic Dreams
- Price: £9.95

You've seen the hit, read the book, got the tickets to it. Now you can play the game.

Marty McFly is a computer representation of the back of the main character's head. You can capture the image and print it

out, if you like.

At your favourite character, you see Marty McFly, Doc Brown, and of course, Marty's lovely friend, George.

The object of the game follows the plot of the film. You're Marty, and you get your future from Doc. You have to fall in love with your future Dad, George. (Who you won't meet in a while in any case.)



live. Then you can get Doc the Future and have a good everyday existence, but in the future time travels.

To get the game and to make it all work you have to make use of several items which you find in the game about the future.

You can find Doc's car in the future, but you can't drive it. You can find the car in the future, but you can't drive it. You can find the car in the future, but you can't drive it.

The game is divided up into four main areas. There's the main playing screen which

shows you the future. There's a screen which shows the future. There's a screen which shows the future. There's a screen which shows the future.

On the right hand side of the screen you can see Marty's family picture. It's a good indicator of how well you're doing. If you get a bad score, you can see it together and you can see the future. You can see the future.

On the left hand side of the screen you can see Marty's family picture. It's a good indicator of how well you're doing. If you get a bad score, you can see it together and you can see the future.



- Machine: C64
- Supplier: CRL
- Price: £8.95

Let's hear it for the crew of the U.S.S. Omnibus! They boldly try to go where only real lions have been before and often end up out to lunch.

Forget the disappointment of CRL's Blade Runner and run along to your local games store for a copy of Space Doubt. It's the most fun you'll have with your C64 short of trying to balance it on the end of your nose.

The idea of the game is basically this. You are in control of three astronauts inside the cargo ship Omnibus bound for the planet Niblonis with a hold full of grub for the starving

Inhabitants

There you are having a nice, peaceful snack inside your cryofreezer when suddenly the ship's automatic systems throw you out. An emergency! Boploids are attacking the ship and threatening your food supplies.

The Boploids have this unhappy habit of falling through the hull and landing on the ship in hives. As the ship has many rooms and partitions, you don't really know where the Boploids will appear. But you do know that you have to stop them reaching your cargo hold and the food.

Once you're frustrated you must dash for a power-bomb. These are your only means of defence, and you only mean of repairing the gaping holes in the ship. They can be quickly exhausted as you zap the Boploids — and used up in one go if you use one to mend a hole.

Fortunately power block dispensers can be found dotted around the ship. It's a good idea to make a note where you find them because things start happening extremely quickly once the Boploid break in. And

they aren't vegetarians. They quack like the taste of humans wrapped in space suits — so don't let them get too close!

You see a sort of split screen view of two levels of the ship on each screen. You can move between levels by using the elevator beams which connect each floor at various points.

These can be reset to go up or down by simply moving your specimen up to the control panel and pressing the first button. It takes a bit of practice to jump out of the lifts at the right time. Careful timing is needed unless you want to stay zapping up and down in the beam for half an hour!

The graphics are excellent and have an original cartoon feel to them. The sound, provided by CRL's friendly Cybgenist, is fun — a mixture of Close Encounters and James Bond!

There's no doubt that Space Doubt will be a big hit. If it isn't I'll eat my Boploid — or should that be the other way around?

- Graphics: 9
- Sound: 9
- Value: 9
- Playability: 9



C+VG MAR ARENA

- **Mechies:** Spectrum
- **Supplier:** LorLorien
- **Price:** £9.95

The year is 2027. The world has become a very different place. An annexed side of Sweden has been designated a battle area. And, as champion of England, you enter this arena to defend your country's honour.

You command your own tank plus five allies, each with a limited amount of ammunition. Loss of the tank in this war game, spiced with arcade action, will prove disastrous.

A battle field map occupies the main screen. The tanks are displayed as icons which can be moved around. A radar icon flashes if the enemy is encountered.

If you're into shoot outs which need an extra bit of brain input, this could be the one for you.

- **Graphics:** 7
- **Sound:** 5
- **Value:** 7
- **Playability:** 8

- **Mechies:** Spectrum/Amstrad
- **Supplier:** Ocean
- **Price:** £7.95 (S (Amstrad)

This release is before Crusades — which won't get of the release.

Software REVIEWS 9 BATTLE OF THE PLANETS

- **Mechies:** Spectrum
- **Supplier:** Mikro-Gan
- **Price:** £9.95

Don't expect to see any of the G-Force stars of the TV cartoon series *Battle of the Planets* once you've loaded in Mikro-Gan's latest release. What you can expect is an addictive and action-packed space shoot-'em-up in the *Elite* tradition.

The G-Force may be conspicuous by their absence — but what you get are some really fast and smooth vector graphics, snaking action and a touch of strategy to spice things up.

Zork's space invasion fleets surround each planet and are beaming down landers which will eventually destroy the planets — unless you can get to them first.

You have to clear the skies around each planet of alien craft and then zap down to the planet's surface — via Star Wars style space stations — where you'll find the heavily armed lander tanks waiting to do battle.

Destroy them. Rendezvous with repair and fuel craft on the surface and then it's back to space to find a torpedoe and a quick trip onto the next planet.

The G-Force ship is equipped with long range indicators which flash up icons on your view screen. These show alien craft, space stations and torpedoes. Learn which is which — quickly! — and you are half way to a big score.

The icons also show the position of these various objects — so you'll soon learn how to reach them. Your ship also has various equipment when you can check on by calling up status reports which appear in a window at the left hand side of the screen. On the right is a readout of your score — plus an indicator which tells you which key to press to call up the status reports.

Your ship is armed with a limited supply of neutron torpedoes and a laser. The laser can overheat if you use it too much and will cut out on you if you're not careful. Some of the enemy craft — in space and on the surface — can take very

amounts of punishment before they are destroyed. Some also can avoid your torpedoes. Replenish torpedoes at repair ships.

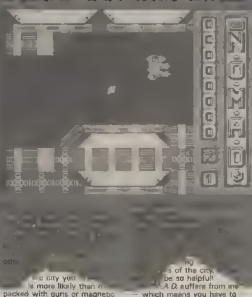
The graphics are the fastest and smoothest vector style yet to be seen on the Spectrum. No jerky movements as the alien craft or landers move across the screen.

One minor criticism. The explosions are a bit limpish. The craft detonate into a bubble which makes a silly popping noise. Apart from that little gripe the game is pretty good.

Elite fans who want to give up trading for a while and have a decent zapping session should grab a copy of *Battle of the Planets* today! Anyone who enjoys fast space shoot outs can't fail to like Mikro-Gan's first venture into arcade action — a mixture of *Elite* and 3D tank battle. Take off after it.

- **Graphics:** 9
- **Sound:** 8
- **Value:** 9
- **Playability:** 9

N.O.M.A.D.



watch how you move. He won't stop instantly but carries on until you've got a bit of room to manoeuvre.

It's a good idea to go unknown. You have to learn the city's layout and the monster's movements.

As you reach the monster's lair, you'll be greeted by a large, dark, irregular shape. This is the monster, and it's the only way to win the game.

The monster is a large, dark, irregular shape. It's the only way to win the game. The monster is a large, dark, irregular shape. It's the only way to win the game.

The monster is a large, dark, irregular shape. It's the only way to win the game. The monster is a large, dark, irregular shape. It's the only way to win the game.

- **Graphics:** 8
- **Sound:** 7
- **Value:** 8
- **Playability:** 9

▶ CONTINUED FROM PAGE 27

▶ CONTINUES ON PAGE 30 ▶

MASTER OF MAGIC

- **Machine:** CBM64
- **Supplier:** Mastertronic
- **Price:** £2.95

If you're a 64 owner avidly awaiting the conversion of *Swords and Sorcery* why not while away the time with the *Master of Magic*? This is the latest excellent release on Mastertronic's mid-price M.A.D. label.

Master of Magic takes you into a magical underground world where you battle strange creatures in a quest to find the lost emulet of immortality — and regain your own freedom. This is a menu-driven, graphic interactive adventure in true D&D style.

The game screen is divided up into four main areas. Top left of the screen is a plan view of your immediate surroundings. You see the corridors, caverns that you currently inhabit, plus any objects or creatures in the same area.

Selecting **MOVE** allows you to move about the dungeon until you collect across something you wish to examine. Pick up or what someone or someone attacks you. Then you zap back to the menu and pick the option you need to deal with the situation.

Options on the menu change as you move through the adventure.

When the game begins you are armed only with some spells. These only work if you have enough mind power to operate them.

Get a weapon as soon as you can by killing off an Orc or skeleton using magic. Then hang onto your magical powers — fight using weapons as much as possible.

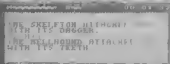
Below the option screen is another full screen window which shows in detail objects you encounter during your

quest. Like the monsters, stereotypes, objects etc. if you manage to kill a monster a very satisfying red DEAD stamp appears across the graphic!

Master of Magic might not appeal to adventure purists — but anyone who's dabbled in D&D will get hooked pretty quickly and arcade addicts will find there's enough instant action to keep them happy, too.

Master of Magic is quite simply tremendous value and extremely addictive. Once you've entered Theric's realm you won't really want to escape.

- | | |
|----------------------|----|
| ● Graphics | 7 |
| ● Sound | 7 |
| ● Value | 10 |
| ● Playability | 9 |



HARVEY SMITH SHOWJUMPER

- **Machine:** CBM64
- **Supplier:** Software Projects
- **Price:** £7.95

With a flick of a riding crop, a quick dig of the spurs and a cry of *Gee Up*, Harvey Smith centers into the show ring, the latest in a seemingly never-ending list of "names" only too eager to endorse a computer game.

Nothing wrong with that, of course. It helps sell the game, or so the software house hopes. But one can't help thinking that the majority of these "names" have never been near a computer.

So let's forget about Harvey's "involvement" and look at Software Projects's offering.

Showjumper offers a selection of 12 courses for you to tackle. Up to six riders may compete against each other over a selection of 12 courses. Joystick control enables you to steer the horse walk, canter, gallop, jump and turn.

For anybody who is into showjumping, the game should prove very entertaining.

- | | |
|----------------------|---|
| ● Graphics | 7 |
| ● Sound | 8 |
| ● Value | 9 |
| ● Playability | 7 |

COSMIC WARTOAD

- **Machine:** Spectrum
- **Supplier:** Ocean
- **Price:** £7.95

It's not often that you get a game made exclusively for one computer these days — but Denton Designs and Ocean have come up with an exclusive for the Spectrum in *Cosmic Wartoad*.

Ties to D&D's style, the game is slickly presented with nice graphics and sound. Nice looking screens and good packaging complete the picture. But when it comes to game play, well, it's basically a shoot-up with frills.

The usual elaborate Denton scenario comes with the game. And it goes like this. The Queen of the Cosmic Wartoads has been captured by the Rygelian Slime Beasts — deadliest enemy of her race — and transformed into a human female. Only the Slime Beasts know why.

She awaits her fate beneath a galactic guillotine in the Slime King's Lair. The player takes on the role of a heroic Cosmic

Wartoad. You must battle across the Rygelian time void, and dismantle the tortuous guillotine before it turns the Queen into prime cuts.

To complete the task you need to acquire a Cosmic Tool Kit. These eight items are scattered throughout the time voids of the Rygelian time void. They include incredibly useful items such as an intergalactic Whisk, 3M Midget Light Bulbs, and a Death Ray Smut Gun.

To travel, the player must pass through the time grid windows which contain various breeds of "nasses". Within these time grid windows Cosmic Willy — a tadpole — comes to the player's aid, by acting as a cursor he enables the player to select which time node he wishes to occupy.

You start the game with a view of the "time grid". You move the tadpole cursor to the zone you wish to visit and hit the fire button. Then you enter into a shoot-up with the alien creature which inhabit that

particular "node".

On each combat screen you get a "balance of power" readout which shows how you are doing in comparison to the enemy creatures. Let it creep too far in the enemy's favors and you'll lose a life.

Clear a screen and you open up more of the "time grid" — in similar fashion to *Starion*.

You can only move your Wartoad to directly adjacent "nodes" although there are eight linked nodes which allow

you to beam around the time grid more easily once you have liberated them.

Ultimately — although the game is extremely well presented and documented — it gets repetitive and boring. Some ideas well executed — but let down because there's not much of a game in evidence.

- | | |
|----------------------|---|
| ● Graphics | 9 |
| ● Sound | 7 |
| ● Value | 7 |
| ● Playability | 7 |



▶ CONTINUED FROM PAGE 29

EUROMAX

STICK



EUROMAX TURBO

- ★ Top and bottom fire buttons.
- ★ Extremely responsive and positive.
- ★ Built to last.



EUROMAX ARCADE

- ★ Rated by 'BIG K' as 'The cheapest stick one can get really enthusiastic about'
- ★ Positive micro switched action.
- ★ Fully self-centering



EUROMAX COMP PRO

- ★ Top U.K. micro switched joystick.
- ★ Very responsive.
- ★ Highly rated by 'Crash'.

EUROMAX

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THE SOFTWARE CHART



Hot off the presses is the latest **C + VG Gallup Software Top 30**. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest **C + VG** charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

● MARCH

TOP 30 / ALL FORMATS

THIS MONTH	LAST MONTH	GAME	MACHINE	MANUFACTURER	WEEKS IN CHART
1	2	Yie Ar Kung Fu	SP, CO, AM, BB, MS, EL	Imagine	8
2	1	Commando	SP, CO	Elite	9
3	4	Winter Games	SP, CO, AM	Epyx/US Gold	11
4	3	Bembo	SP, CO	Ocean	8
5	6	Formula One Simulator	SP, CO, AM, CI	Mastertronic	20
6	10	BMX Racers	SP, CO, CI	Mastertronic	22
7	5	They Sold a Million	SP, CP, AM	Hit Squad	11
8	9	Computer Hits (10)	SP, CO, AM, BB, EL	Sea-Jolly	11
9	19	Rockman	SP, CO, CI	Mastertronic	7
10	11	Action Biker	SP, CO, CI, AT	Mastertronic	22
11	8	Finders Keepers	CO, AM, MS	Mastertronic	22
12	NE	Boulder	CO	Gremlin Graphics	1
13	21	Tutti Frutti	CI, AT	Mastertronic	4
14	12	Spellbound	SP, AM	Mastertronic	5
15	14	Koronis Rift	CO, AT	Activision	2
16	13	Elite	SP, CO, BB, EL	Acornsoft/Firebird	22
17	32	Hypersports	SP, CO, AM, BB, MS	Imagine	16
18	7	Way of the Exploding Fist	SP, CO, AM, BB	Malbourne House	22
19	15	Now Games 2	SP, CO	Virgin	6
20	17	Transformers	SP, CO, AM	Ocean	6
21	18	Big Mac	CO, CI	Mastertronic	3
22	NE	Kung Fu Kid	CI	Gremlin Graphics	1
23	RE	Caves of Doom	SP, CO, AM	Mastertronic	6
24	22	Sekotaur	SP	Durell	10
25	20	Arcade Hall of Fame	SP, CO	US Gold	9
26	RE	Tomehawk	SP, CO	Digital Integration	7
27	30	Critical Mass	SP, CO	Durell	4
28	37	One Man and His Droid	SP, CO, AM, CI	Mastertronic	2
29	35	Delay Thomson's Super Test	SP, AM	Ocean	17
30	33	Steve Davis Snooker	SP, CO, AM, BB, CI, EL, OL	CDS	10

C+VG TOP 30

1	Formula 1 Simulator/Mastertronic
2	They Sold a Million/Hit Squad
3	Finders Keepers /Mastertronic
4	Yie Ar Kung Fu/Imagine
5	Computer Hits (10)/Sea-Jolly
6	Grand Prix 3D/Software Inc
7	Soul of a Robot/Mastertronic
8	Caves of Doom/Mastertronic
9	Hypersports/Imagine
10	Tornado Low Level/Vortex

1	Winter Games/Epyx US Gold
2	Commando/Elite
3	Bembo/Ocean
4	Yie Ar Kung Fu/Imagine
5	Spellbound/Mastertronic
6	Sekotaur/Durell
7	Tomehawk/Digital Int
8	O. Thompson's S.T./Ocean
9	Elite/Firebird
10	Formula 1 Simulator/Mastertronic

1	Boulder/Gremlin Graphics
2	Koronis Rift/Activision
3	Commando/Elite
4	Bembo/Ocean
5	Last V8/Mastertronic
6	Winter Games/Epyx/US Gold
7	Kik Start/Mastertronic
8	Action Biker/Mastertronic
9	Little Comp. People/Activision
10	Critical Mass/Durell

1	Tutti Frutti/Mastertronic
2	Big Mac/Mastertronic
3	BMX Racers/Mastertronic
4	Formula 1 Simulator/Mastertronic
5	Rockman/Mastertronic
6	Kung Fu Kid/Gremlin Graph.
7	Squirm/Mastertronic
8	Vegas Jackpot/Mastertronic

1	Yie Ar Kung Fu/Imagine
2	Way of the Exploding Fist/MH
3	Strike Force Harrier/Microsoft
4	Repton 2/Superior
5	Nightshade/Ultime
6	Gyroscope/MH
7	Dr Who & Mines of T./Macropower
8	Citadel/Superior

MACHINE KEY

SP = SPECTRUM BB = BBC
 CO = COMMODORE 64 AT = ATARI
 AM = AMSTRAD EL = ELECTRON
 CI = C16 ENT = ENTERPRISE

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I.D.E.A.S CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Rug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Rig Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC2R 3AU.

BACK TO SKOOL

You boy! Sit up and pay attention. What's that magazine you're reading under the desk? Computer + Video Games, eh? Lucky for you, boy. If it had been any other than that highly esteemed journal, you'd have been in detention for a week.

What's that? It's got hints and tips on Back to Skool. Well, don't keep them to yourself. Read them out to the whole class.

Sole. The key to the safe is round the neck of the girls' headmistress. She hates frogs. Put the frog in a cup in the girls' kitchen so you can knock it down on her head.

Remember the bike. Frogs are kept in the locked science lab storeroom. Combination letters are held by the masters. Get them drunk. Sherry is in the headmistress cupboard which is only unlocked when she is sure all the boys are back in school. Fill water pistol by jumping up to battle Put sherry in school cup and use catapult to knock sherry onto masters.

Stink bombs. Head will open window if you drop one when he is near.

Conker. If you knock him with a conker fired from catapult out of top window at school you can get by him.

Bike chained to conker tree. A four number combination has to be written on blackboard to release it. Each master knows one number. Soak them with water by knocking water filled cups with catapult while they are under them.

Water pistol and stinkbombs. They are hidden in desks. Remember there are desks in the girls' school as well.

Water makes flowers grow. Mice. Catching them is fun. Letting them go in the girls' school is even funnier.

Lines. If you get lots of lines be extra nice to your girlfriend.

Study door. Only the head can open it — you'll have to jump up to reach the sale

HACKER

Are you hooked on Hacker: The Activation game which gives you no instructions or help? Don't despair. Ideas Central is to the rescue with these hints and tips from David Keep, of Purley.

Pressing U or a city sends your robot to the surface. C summons a spy and D will return the robot to the tunnel — but only after the spy has offered his two items for sale.

If the country is in darkness pressing I allows you to operate.

When in a city you can travel around to greet the spy by pressing the right key or turning the joystick to the right. If the spy walks past, turn a little to the left. Do not do this in Russia as the spy will then refuse to trade with you.

Don't panic if you lose your 'bip' as you will still have several minutes on line.

Avoid all satellites as these will hamper your progress. But if you are caught these are the answers to the security questions. 1) Magna, Ltd (Check you insert the correct spaces and punctuation) 2) AXD-0310479 3) Hydraulic 4) Australia.

Australia also serves as the log on word. And, says David, he believes Australia, Texas is the log-on word for the Commodore 64 version and it stops the satellites.

The locations of the various items found in the game are as follows.

Money (already present) Chronograph (France) Emerald Scarab (Egypt) Statue of Tutankhamen (Egypt) Deeds (France) Snacks and Bonds (New York) Cultured Pearls (Hong Kong) 35mm camera (Hong Kong), Jade Carving (China), Beatles' Album (Great Britain).

David has also included the route he travelled and the items offered in various countries for information.

1) France — money 2) Egypt — Chronometer, 3) Greece — Emerald Scarab, 4) Russia — Statue of Tutankhamen, 5) New York — Deeds, 6) Hong Kong — Snacks and Bonds, 7) China — Cultured Pearls 8) Brazil — 35mm Camera, 9) Great Britain — Jade Carving, 10) San Francisco — Beatles' Album

MERCENARY

Simon Stokes, of Birmingham, has completed Mercenary Navigators excellent game.

When the game starts, he says, buy the Dominion Dart spaceship — or steal it if you can — and travel to location 09-06. Destroying any buildings on the way will incur the wrath of Polycor or the Mechanoid races.

When you reach that location use the elevator to go down to lower levels where there are several types of doors.

Explore the rooms and collect any items — you can only carry one at a time. To find other rooms you may have to find other elevators on the planet. These are at 09-06, 09-05, 81-35, 11-13, 03-00 and

Continues on Page 36

03-15 (pass holders only).

By searching the city and beyond you will find other powerful vehicles, one of which allows you to fly to the Polaris Colony Craft orbiting at 65,000 feet. Objects found can be dropped in specific rooms in the craft to gain large amounts of credits — Mechanoid (Interview room), Warchester (laboratory), ornaments (armory), catering supplies (kitchen), 12939 supply (conference room), medical supplies (Infirmary), energy crystal (power room), gold (exchequer) large box (stores).

Simon also has some general hints. Save your position to tape or disk, he says, before making any drastic decision. Climb to a high altitude and look down at the city for a better idea of where you are going. Explore beyond the city

CITADEL

The quest for the live crystals in Superior Software's Citadel on the BBC should be a little easier following this help from Steven Brown of Ripley.

Crystal one. In the room above the Moon Hall.

Crystal two. In the wide house. To get it you must kill the witch. Collect green skull from top of West Tower. Get trampoline to bounce on top of witch's house. Go down chimney. Jump over cauldron and the skull with drop in. Now go to pink object and put it in cauldron. Do the same with grey object from pyramid and then the witch will die. You can then go to the hole to get the crystal.

Crystal three. This is down the well in the lab. First get ice crystal from the cellar. Go to East Tower where water is. This will have frozen and you can get key. Get into Well Wheel and throw the switch. Fetch cornucopia from the mountains and gunpowder from the screen above the Arena. Go down the well to the second screen and go right. Walk into cannon and it will fire the ball through the wall. Go and get the crystal.

Crystal four. Find it in the central tower. First go to screen to the right of tower and throw switch. Go to top of East Tower and jump off left side and fall diagonally onto the top of the Castle. Get killed by monk.

Again fall diagonally and you will land on the wall. Go to the left and throw the switch. Move to screen left of Central Tower. Get in the lift and when

it reaches the highest point jump to the right. You will land higher up the Central Tower. Go through door and take crystal.

Crystal live. Get the Egyptian Head from bottom of the well and take it to the Pyramid. To get into the Pyramid move up until you're level with top snake. Walk into Pyramid. Find route through the Pyramid to the entrance. Then go down and drop the head. This will stop the mummies chasing you.

Go back and get other head from above the Prison by using the trampoline. Put this head in the other mummy screen. Two screens below the first one. Go to Temple. To get past Wall Guardian get the chicken from the Ewezer. Drop into the kitchen line to cook until it's red. Take it across the Ocean to the Temple. The chicken will disappear. Keep moving right past the Star Point to the other side of the island to the screen where a multi-coloured ball stops you. Take the green statue back to the Pyramid and go to the bottom of the tomb. Stand on the middle of the tomb and the last crystal will appear.

Rob Mallor from Nth Yorkshire has sent in a few hints and tips for this game. To collect all the objects in the maze, two things will hamper your progress — the force field and fuel. Although there are a number of fuel cans scattered around.

In the maze you will find some silicon chips which, when taken back to the central processor, will disable the force field. The number of force fields goes from 0 — 31 and are numerically placed in the top left hand corner of the maze. The chips are random.

There are also ten teleport chambers and ten keys. Each will take you from any chamber to a specific chamber. If a transport key is used, always carry another, in case you are transported to an enclosed area.

The key to the maze goes like this — Fuel=F, Object=O, Silicon Chip=S, Force Field=Z, Refuel at Base Unit=X, Return to Base Unit=Y, Teleport=Z, Key=K. Each key has a certain name and these can be found by pressing F7 key. One other problem you may come across is the speed at which the fuel runs out, so, here is a quick fix: to be used only if you have a reset button.

HELP!

Who can help Richard Mills of Kent who bought Monty on the Run nearly two months ago and has been stuck in the sewers for the last month?

Nick Rush has rushed (sorry about that, Nick, but Oris couldn't resist the pun — Melissa) these latest hints over to the office for the Spectrum game Gyroscop.

The first two levels are fairly easy but when you reach screen 1, level 3, things might start getting a little difficult. You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after that otherwise you will travel too fast down the slope and will skid across the glass and over the edge.

If you get this far on your first gyroscop, you can normally zoom straight onto the square. If not, wait for the second alien to go into the furthest right corner and then move quickly. You will now be on the fourth ledge here. Not too many difficulties here. The first screen of level live is the same as the cover of the box. Travel slowly and think before you move!

ONE FOR THE TEXAS!!!

Yes Texas lovers your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on Phreac sent in by Roger Marsden of Leicestershire.

After you have inserted the cartridge and got the title screen press any key to begin play. At the bottom of the screen the 'Press fire to Begin' message comes up. Do not press! Instead go to the top of the screen as far as possible by pressing the E key then get your ship moving as slowly as possible backwards let go of the S key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key after releasing the S key your ship should ignore the barrier and will keep on going.

When you release the E key, your ship will stop and, by quickly pressing S and/or D, you can put yourself in such a position that hell your ship is on the left hand side and the fuel coming off the back is on the right. Press fire to begin. The advantages of doing this

are apparent when you are on the asteroid belt or when lighting sweepers or LTFs, you can use the fuel coming out of the back as a marker to line up your shots.

When lighting the killer satellites keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you.

THREE WEEKS IN PARADISE

Hes Mikrogen's Three Weeks in Paradise turned into Paradise Lost for you? Don't despair. Michael Siakas, of Wokingham, offers the following assistance.

Get the bill from the screen with the frog and flip flop from the trading post. Go to the old geyser and jump at the vine on the right. Quickly run under the water. Go onto the sand and press Enter when next to the crab. You can now collect the crab's pincer. Take this to the right of the screen where Herbert is kept and press Enter. You can now get past the two lions.

Now get the two sticks the crocodile screen and take them to the red thing in the temple where all the swords are on the wall. Press enter and the fire will start. Get the balloons and press Enter. You can now get the hot ashes. Keep the balloons and go to the witch doctor. Press Enter and the storm cloud will produce lightning. Use the balloons to blow the cloud to the hut which will burn down allowing you to collect the seashell.

Take the shell to the well go down and press Enter under the drop to fill it up. Move to the right and press Enter to climb back out of the well. Go to the place where Herbert is held and press Enter by the fire and you'll have Herbert.



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C+VG COMPETITION



Art for art's sake — that's always been C+VG's motto. And here's something to whet your palate — or perhaps in this case, palette — if you've ever had designs on being the owner of a Spectrum 128K computer.

Well that's the *inspiring* top competition prize C+VG's offering thanks to our friends at Rainbird Software, the people behind the OCP Art Studio, which is probably one of the best graphics packages available for the Spectrum.

How can you win the 128K? Just read on.

What we want you to do is design, paint or draw a loading screen for your favourite game. And if you have a graphics package for your computer, why not use that to create the screen.

Send your entries — either in the form of artwork or on tape — to Rainbird Art Studio Competition, Computer + Video Games, 30-32 Farringdon Lane, London, EC1 3AU. The closing date for entries is March 16th and the editor's decision is final.

The two runners-up will each get the OCP Art Studio package.

The Art Studio caters for the complete novice to the professional designer. Not only is it extraordinarily comprehensive in its facilities but the package is very easy and — above all — fun to use.

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Triangles, squares, rectangles and circles are dead easy. And, of course, if you don't like what you get, there's the "undo" facility and you can start again.

Right, get to the drawing board if you want to be in with a chance of becoming a proud owner of a Spectrum 128K.

C+VG ART STUDIO COMPETITION

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Stemmer

HOW TO SURVIVE!



So you want to know about Uridium do you? In that case you couldn't have come to a better magazine.

As you can see we've provided you with an exclusive player's

guide to the game, created by our IDEAS

CENTRAL experts, plus hints and tips from the programming genius himself, ANDREW

BRAYBROOK. What more could you ask for?

A Manta fighter with armour like Big Red's and firepower which packs a punch like Jackson T. Kalliber, that's what!

The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around 16 planets in this galactic sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought is seeking out a different metal for its metal convertor.

It's your task to destroy the Dreadnoughts. First you must attack the defensive screen of enemy fighters, then neutralise the surface defences before you land on the Super-Dreadnought's master runway.

Once on board you must pull as many fuel rods as possible from the metal convertors before you take off for a final strafing run as the Dreadnought vapourises.

You are piloting a Manta class Space Fighter which is transported to each Dreadnought in turn. Your fighter

reverses out of an interplanetary transporter and begins a low-level strafing run. You must avoid the meteor shields and communications aerials on the superstructure of the Dreadnought.

Fighter defences appear in waves. A bonus is awarded after landing if all ships in a wave are destroyed. You must attack surface features to score bonus points.

Beware of the homing mines which materialise over flashing generator ports — and hunt you down.

When the "Land Now" message

appears at the top of the screen, move as soon as possible to the right hand end of the Dreadnought and fly flat over the end of the master runway from left to right.

You will automatically land and pass into the fuel rod

DREADNOUGHTS

• Steer clear of areas with shadows

Uridium



fighter —
and to work
out the layout of
the Dreadnought decks.

Our flightpath maps will help you — but only on the first few of Dreadnoughts. And they don't take into account the antics of the deadly defence ships which come after you with varying degrees of nastiness.

chamber.

Here you must select your bonus or "Quit" by pressing fire at the right moment. You must quit the chamber before the countdown at the top of the screen reaches zero.

On take off, reverse and straf any remaining surface targets as the Super-Dreadnought vapours.

That about covers the basics of the game. But what you have to remember is that Uridium is fast. VERY fast. Don't go rushing into the attack. Take time to master the considerable speed and manoeuvrability of your Manta

In later stages of the game some types of defender ship will chase after YOU. These appear around about the third or fourth Dreadnought. Use the excellent acceleration of your Manta to get you out of trouble — remembering those hazards on deck!

Then there are the mines. These appear from the flashing generator ports. Listen out for a whooshing sound followed by a tell-tale bleeping. This informs you that a mine has been launched and is on your tail. If you are around a generator port when a mine appears try not to be on a diagonal line with it. Mines are deadly on diagonals! They only have a limited life span — so you can dodge them if you manoeuvre around slowly. Don't panic, you'll survive them.

Remember there can only be six moving objects on the screen at one time — so if there's a wave of five ships coming at you there won't be a mine coming to surprise you from behind.

The six objects rule will help you to beat the system. It also affects the firepower of the ships. Say if you've knocked out two out

of five, there will be a greater chance of the remaining three ships shooting at you. So DON'T hang around in front of them.

Watch out for the LAND NOW! message which flashes at the top of the screen. Once that appears you can race for the end of the ship, land and get into the sub-game.

Like *Paradroid*, Andy wanted to put something in which gave the player a rest from all the frantic action. This sub-game is simpler than *Paradroid's* — but you'll need pretty quick reactions even so.

What you see is a "pyramid" of twin indicator lights which flash on and off with a bonus score or the word "quit". You have to press the fire button when the indicator with the bonus score inside is lit. This adds to your score. But you must hit a "quit" before the countdown running at the top of the screen reaches zero.

Timing is all important in this part of the game. You have to get into the rhythm of the lights. Try imagining that the light is moving from left to right across the screen and that there's a "false" indicator in the centre. Then you'll soon get into the groove.

Advanced players might like to hang around the Dreadnought's master runway for a while to boost their score. The Dreadnought defences throw more and

Continued on page 44

Uridium

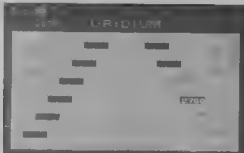
URIDIUM

more evil things at you the longer you stay airborne after the LAND NOW! message appears. This is a dangerous tactic — but worthwhile for extra points.

Once you've peined the destruct sequence it's back to the action. Your Manta blasts off the runway on automatic — but you must take control again to loop back over the Dreadnought as it dissolves into space, blasting anything you left behind on the first run.

Andy says there are ships and installations on later levels that you WON'T be able to get until you're on the way back.

Your Manta fights 18



extremely manoeuvrable. It can perform neat 180 degree spins with ease. But you must remember to leave enough room

behind your ship when you do a 180 flip — as the craft does move backwards a little. There are times when you'll need to get out of

night spots this way. Practice makes perfect!

You can also get your Manta flying on its side — but you must be flying fast enough. Too slow and your ship won't budge! You'll need to fly on your side to get between the odd hazard Andy has built into the Dreadnought. And remember the ship has built-in inertia — so it won't stop dead or turn immediately.

● Uridium is available now for the C64 and costs £8.95 on tape and £12.95 on disk.

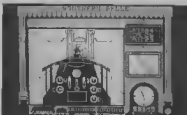
COMPETITION

You've marvelled at the maps, gasped at the playing tips — now try to win the game. Or games to be exact. Hewsons will present a complete range of their Spectrum, Commodore and Amstrad software to the three winners of C+PG's great Uridium competition. And 25 runners-up will also get some fantastic Hewson software for their computer.

What do you have to do? Design a Super Dreadnought, that's what. Andy's game shows just the top bit of these megaspaceships. But what does the rest of the ship look like? That's what we want you to tell us.

You can draw or paint the spaceship of your dreams — and, if you're a winnee, see it printed in a future issue of C+PG. You can send us a blueprint of your Dreadnought, or an artist's impression of the battlescenes that has sent shivers down the spines of a million alien space-warriors.

Once you've completed your Dreadnought send it to Computer and Video Games, Dreadnought Competition, Priory Court, 30-32 Farringdon Lane, London EC4R 3AU. Remember to attach the competition coupon securely to your entry. Closing date for the competition is March 16th.



THE PRIZES

The prizes have been divided up by machine. The Spectrum first prize winner will get the complete range of Hewson games for their machine. These are Avalon, Dragonfire, Technician Ted, Southern Belle and Astro-Clone. The C64 winner will get Paradroid, Lunattack, Heathrow International, Gribbly's Day Out and Uridium. The Amstrad winner will receive Southern Belle, Dragonfire, Technician Ted, Heathrow International and Fantasy Diamond. We'll throw in a Big Red t-shirt for each winner, too! The 25 runners-up will be able to choose between Spectrum Astro-Clone, C64 Uridium and Amstrad Technician Ted as prizes.

C+PGHEWSON
URIDIUM
DREADNOUGHT
COMPETITION

Name _____

Address _____

Age _____ Computer owned
(tick box) Spectrum ☐ C64 ☐
Amstrad ☐

Please attach this coupon to your entry.

URIDIUM

TURN ON TO URIDIUM THE ARCADE SPACE COMBAT GAME

URIDIUM is a fast-paced, high-action space combat game that will test your skills and reflexes. You'll be flying through space, dodging enemy fire, and shooting down alien ships. The game features a variety of weapons and power-ups, and a challenging level system that will keep you coming back for more.

URIDIUM is available on a variety of platforms, including Commodore 64 and 128, Amiga, and Atari. It's a must-have for any space combat fan.

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GSH

● CBM64

Use the Z, C and SHIFT keys to guide Hunchy through the game's 25 screens. Guards, rocks, arrows and acid drops will kill Hunchy if he touches them.

You start each game with seven lives. Complete four screens in a row without losing a life and a super bonus is awarded.

[illegible][illegible]

Witch's Brew

● SPECTRUM

Hubble, bubble, toll and trouble...there's a load of fun brewing for you with this program.

Controlling the witch you must make four spells by collecting various objects — spiders, bats and mushrooms.

When all the objects have been found for one spell a cauldron appears. Place the ingredients in the cauldron and you will be told how successful the spell has been. Then it's time to start again.

Score highly enough and you could be admitted to the Witches' Coven High Score Table.

But remember to keep your three broomsticks intact.

The control keys are 1-UP, Q-DOWN and 0 (Zero) — FIRE.

● Mark Tuck

```

0)REM ? 1985 by M R Tuck
1 GO TO 8000
2 PAPER 0: INK 7: FOR q=16 TO f-1: PRINT AT x,q: " ": NEXT q: LET m=m-.9
3 IF m<0 THEN LET m=0
4 PRINT AT 20,7+q: " ": RETURN
5 LET h=h+1: BEEP .1,0: RETURN
6 LET t=t+1: BEEP .1,1: RETURN
7 LET s=s+1: BEEP .1,2: RETURN
8 LET p=p+1: BEEP .1,3: RETURN
9 GO TO 4000
47 GO TO 4000
48 LET m=m+I+RND*3: IF m>24 THEN LET m=24
49 FOR f=20 TO 40: PRINT AT 20,f+7: INK 5: " ": BEEP .1,m: NEXT f: RETURN
50 FLASH 1: PRINT AT 5,15:0+((b>b1 AND b>b1):AT 5,20:0+((t>t) AND t>t):AT 5,25:0+((s>s) AND s>s):AT 5,30:((p>p) AND p>p): FOR f=0 TO 400: NEXT f
61 FLASH 0: PRINT AT 5,15: " ":AT 5,20: " ":AT 5,25: " ":AT 5,30: " ": RETURN
84 GO TO 4000
105 LET c=c+1: RETURN
110 LET h=15-INT (RND*4): FOR q=15 TO h STEP -1: PRINT AT q,31: INK 6: PAPER 3
115 IF b>bn AND s>sn AND t>tn AND p>pn AND RND>.9 THEN GO TO 1000
120 LET j=3-INT (RND*10)
125 IF 1>j THEN GO TO 140
130 LET h=h+INT (RND*(h-7)): IF (1>OR 1=0) THEN GO TO 300
135 PRINT AT h,31: INK 1: " ":AT h-1,31: " ":GO TO 150
140 IF h<15 THEN PRINT AT h,31: INK 0: PAPER 3: " ":GO TO 150
145 PRINT AT 15,31: PAPER 0: " "
150 LET a=USR 32400
200 LET x1=x: LET x=x+(INKEY$="q")+(.3 AND m=0)-(INKEY$="1" AND x>9 AND m>8)
210 IF ATTR (x,15)<>7 THEN GO SUB ATTR (x,15)*1.5
211 IF ATTR (x,14)<>7 THEN GO SUB ATTR (x,14)*1.5
212 IF ATTR (x-1,15)<>7 THEN GO SUB ATTR (x-1,15)*1.5
220 PRINT AT x,13: INK 7: " ":AT x-1,14: " ":AT x,14: " ":AT x-1,15: " ": LET m=m-.1: GO SUB 3: IF c THEN GO TO 2000
225 IF INKEY$="0" AND m>0 THEN GO TO 500
230 GO TO 110
300 LET r=INT (RND*8): IF r<2 THEN PRINT AT h,31: INVERSE 1: INK 0: PAPER 4
310 IF r=3 THEN PRINT AT h,31: INVERSE 1: INK 0: PAPER 5: " ":GO TO 150
320 IF r=6 AND h<15 THEN PRINT AT h,31: INK 0: PAPER 7: " ":AT h+1,31: " ":GO TO 150
330 PRINT AT h,31: INK 0: PAPER 7: " ":GO TO 150
500 FOR f=16 TO 20
510 IF ATTR (x,f)=56 THEN LET c=c+1
515 IF ATTR (x,f)<>7 THEN GO TO 540
520 INK 23-f: PLOT f*8-1,(22-x)*8-3: DRAW 8,8: BEEP .005,f-10
525 NEXT f: GO SUB 2
530 GO TO 110
540 GO SUB 2: FOR q=7 TO 3 STEP -1: PRINT AT x,f: INK q: " ":BEEP .01,q+10: BEEP .01,q: NEXT q: PRINT AT x,f: " ":FOR g=0 TO 50: NEXT g: PRINT AT x,f: INK 7: " "
545 IF ATTR (x-1,f)=56 THEN PRINT AT x-1,f: " ":GO TO 110
550 IF ATTR (x+1,f)=56 THEN PRINT AT x+1,f: " "
555 GO TO 110
1000 PRINT AT h,31: INK 0: PAPER 6: " ":AT h-1,31: INK 6: PAPER 0: BRIGHT 1: " ":BRIGHT 0: GO TO 150

```

```

2000 LET pc=100-(b-bn)-(t-tn)-(p-pn)-(s-sn): LET tpc=tpc+INT (pc/5)
2005 PRINT @:AT 1,2;"The spell was 'jpcj'X successful": GO SUB 5000: IF sp=4 TH
2010 GO TO 6500
3000 BORDER 2: CLS: IF cg=0 THEN LET cg=0
3005 LET tpc=tpc+(bs*7)+INT (cg*.3)
3010 FOR f=1 TO 3: IF tpc>n(f) THEN GO TO 3025
3015 NEXT f
3020 PRINT AT 4,1;"Your overall witch rating is...":AT 6,14: FLASH 1:tpc%;"X": FL
ASH 0: GO TO 3055
3025 PRINT AT 4,0;" Well done! You are skillful!" "enough to join the witches C
oven"
3030 INPUT "ENTER name (max 7 letters)...":t$
3035 IF LEN t$>7 THEN GO TO 3030
3040 IF tpc>n(2) THEN LET h(3)=h(2): LET h(3)=h(3)
3045 IF tpc>n(1) THEN LET h(2)=h(1): LET h(2)=h(1)
3050 LET h(4)=tpc: LET h(4)=t$
3055 PRINT AT 11,7;"THE WITCHES COVEN:" FOR f=1 TO 3: PRINT AT 11+2*f,9:h(f):A
T 11+2*f,19:h(f):"X": NEXT f
3060 PRINT @:AT 0,3:"PRESS any KEY TO FLY AGAIN": PAUSE 0: GO TO 6100
4000 FOR f=1 TO 17: PRINT AT f-2,14: PAPER 4-(4 AND f/9): " :AT f-1,13: PAPER 0
+3 AND f/15): " :AT f,13:"X": BEEP .3,-12+f: NEXT f
4005 LET bs=bs-1: LET sp=sp-1: LET m=24
4010 FOR f=1 TO 200: NEXT f: IF bs<1 THEN GO TO 3000
4015 GO TO 6500
5000 RESTORE 5010: FOR f=0 TO 27: READ nt: BEEP .2+(.2 AND nt/20):nt-20-(20 AND
nt/20): NEXT f: RETURN
5010 DATA 10,12,10,7,8,10,8,5,7,5,3,5,27,27,10,12,10,7,8,10,8,5,7,8,5,7,23,23
6000 INK 7: PAPER 0: BORDER 0: CLS
6015 PRINT AT 0,10:"WITCH'S BREW" - "To join our coven, do your best!" "To cast 4
spells-this is your" "test" "Beware of ghost and crucifix!" "For you have only
3 broomsticks!"
6020 PRINT AT 9,0:"Green toadstool,juice of pumpkin""Legs of spider and bats wi
ng""Crystal balls show what"" required" "Pressing 0 will make you fire""To
guide your broom use 1 and 9" "Land on a cauldron to make the brew"
6025 GO SUB 5000: PRINT AT 21,5:"PRESS any KEY TO BEGIN": PAUSE 0
6030 LET m="?????": LET s="????": LET b="": LET c="?"
6035 DIM h(3,7): LET h(1)="HELLO": LET h(2)="WATILDA": LET h(3)="WANDA"
6040 DIM n(3): FOR f=0 TO 2: LET h(f+1)=(2+f)*20+INT (RND*20): NEXT f
6050 LET bs=3: LET sp=0: LET m=24: LET tpc=0: LET cg=0
6055 BORDER 4: PAPER 0: INK 7: CLS: LET x=10: LET b=0: LET s=0: LET p=0: LET t=
0: LET pc=0: LET cg=0
6100 LET sp=sp+1
6120 GO SUB 6550: LET bn=x: GO SUB 6550: LET sn=x: GO SUB 6550: LET tn=x: GO SUB
6550: LET pn=x
6130 GO TO 7000
6150 LET z=10+INT (RND*(5*sp)): RETURN
7000 FOR f=0 TO 7: PRINT AT f,0: PAPER 4:"
T:
7010 FOR g=16 TO 21: PRINT AT g,0: PAPER 4-(1 AND g/16):"
": NEXT g
7020 INK 4: PRINT AT 0,0:"? " " :AT 0,27:"? " " : FOR f=4 TO 19 STEP 15: PRI
NT AT f,0:"? " " : NEXT f
7030 INK 0: PAPER 4: PRINT AT 2,0:"?????":AT 1,27:"?????":AT 2,27:"?????":AT
20,7:"?????":AT 21,5:"?????":AT 21,27:"?????":AT 21,27:"?????":AT 21,27:"?????":
FOR f=6 TO 21 STEP 15: PRINT AT f,0:"?????":
NEXT f
7040 INK 6: PAPER 0: PRINT AT 1,0:" SPELL " :AT 1,11: "WITCH'S BREW " :AT 1
,20:" :AT 2,0:" :AT 3,0:" INGREDIENTS " :INK 3:" : INK 4:" : INK 5:" :
INK 6:" :AT 20,0:" MAGIC "
7050 FOR f=0 TO m: PRINT AT 20,f+7: INK 5:" : NEXT f: FOR f=0 TO 24-m: PRINT AT
20,31-f:" : NEXT f
7070 INK 7: PAPER 0: CIRCLE 100,100,7: GO TO 110
8000 RESTORE 8010: FOR n=1 TO 51: READ a: POKE 3239+n,a: NEXT n
8010 DATA 6,64,33,0,72,17,32,0,62,0,119,25,16,252,33,0,89,6,8,17,32,0,62,7,119,2
5,16,-4,1,0
8020 DATA 8,17,0,72,33,1,72,237,176,1,0,1,17,0,89,33,1,89,237,176,201
9000 FOR f=USR "a" TO USR "p":? : READ a: POKE f,a: NEXT f: GO TO 6000
9010 DATA 16,16,56,56,254,56,118,249,20,112,208,232,231,120,240,192,0,0,24,14,31
,14,24,1
9020 DATA 255,254,252,248,240,224,192,128,255,127,63,31,15,7,3,1,231,231,129,129
,231,231,231,231
9030 DATA 30,31,0,252,240,240,192,64,0,66,165,24,126,153,36,66,60,126,219,219,2
55,195,182,60,60,126,255,255,195,90,24,24
9040 DATA 255,247,231,195,36,36,129,129,195,195,227,243,249,253,255,255,96,182,6
,176,50,0,203,195,0,32,2,0,16,0,2,64
9050 DATA 195,129,32,64,64,32,129,195,1,2,4,0,40,240,96,32

```

WITCH'S BREW

hide and seek continues on page 54 ►

2740 DATA 14,1,1,1,1,235,225,0,0
 2790 DATA 12,128,128,128,235,235,0,0
 3000 DATA 28,142,192,192,235,235,192,142
 3020 DATA 29,2,2,2,2,235,2,2
 3040 DATA 29,2,2,2,2,2,2,2
 3060 DATA 28,40,128,234,235,235,142,128,40
 3080 DATA 27,0,42,24,250,122,122,127
 3100 DATA 34,34,34,34,24,24,40,24,16
 3120 DATA 39,43,43,12,12,232,232,204,12
 3440 DATA 42,0,102,124,180,124,180,180,124,180
 3460 DATA 44,85,85,85,127,28,28,28,28
 3180 END

3899 BEA

4100 ACR **** DATA FOR INITIALISATION ****

4601 BEA

4520 DATA 104,201,1,1,08,15,104,125,204,104,123
 4620 DATA 235,184,125,204,124,125,205,184,0,184,0
 4940 DATA 210,144,2,210,144,1,210,144,2,210,144
 4970 DATA 2,4,144,4,4,144,4,4,144,8,4,144,16,4
 4980 DATA 141,12,4,140,16,142,4,144,2,32,42,230,16,4

4999 BEA

4100 BEA **** DATA FOR NADA YSI ROUTINE ****

4181 BEA

4120 DATA 144,44,133,16,141,14,216,234,234,230,4,4,238,8,4,124,4,4
 4150 DATA 224,2,4,144,32,144,0,140,0,216,143,4,4
 4180 DATA 228,46,4,122,46,4,122,763,141,0,218
 4190 DATA 228,10,4,122,10,4,122,205,140,2,4,144
 4160 DATA 144,141,4,216,144,8,4,234,4,4,144,23,140
 4170 DATA 0,141,4,216,141,8,4,238,12,4,122,12,4
 4180 DATA 177,105,144,2,216,238,12,4,122,12,4
 4190 DATA 111,205,144,4,4,144,144,141,2,216,238
 4200 DATA 12,4,114,12,4,224,25,144,11,144,8,141
 4210 DATA 10,4,141,12,4,74,78,228,228,12,4,74,78,228,0

4994 BEA

5000 BEB **** DATA FOR HELDZY ****

5081 BEA

5020 DATA 0,43,8,47,4,35,8,32,4,40,8,44,4,48,8,22,4,38,4,32,4,48,4,27,8,30,4
 5030 DATA 121,4,0,4,0,8,40,4,22,4,0,4,72,4,24,4,22,4,45,4,0,4,40,4,40,4
 5040 DATA 0,4,72,4,48,4,40,4,48,4,0,4,25,26,48,4,31,4,0,4,31,4,85,4,31,4
 5050 DATA 49,4,0,4,32,4,24,4,0,4,48,4,22,4,0,4,72,4,72,4,0,4,40,4,40,4,40,4
 5060 DATA 22,4,0,4,22,4,72,4,16,4,23,4,35,4,0,4,42,4,43,4,0,4,40,4,44,4,4,4
 5070 DATA 46,4,40,4,0,4,46,4,40,40,40,4,42,4,0,4,40,4,40,4,42,4,42,4
 5080 DATA 52,4,0,4,40,4,40,4,42,4,40,4,40,4,4,4,4,4,4,4,4,4,40,12,40,12,0,0

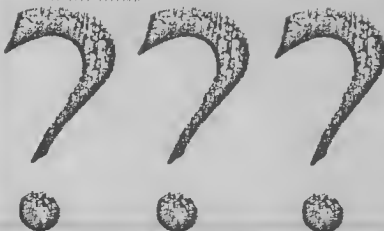
5099 BEA

5100 BEA **** DATA FOR BASS ****

5141 BEA

5120 DATA 0,182,8,142,4,212,8,220,4,242,8,252,4,236,8,144,4,142,4,144,4,124,4,144,8,142,4
 5130 DATA 242,8,0,4,0,0,4,182,4,2,4,182,4,144,4,0,4,121,4,182,4,0,4,121,4,144,4,0,4,182,4,1,42,8
 5140 DATA 182,4,142,8,182,4,182,8,211,4,242,8,48,4,242,4,0,4,124,4,121,4,0,4,124,4,122,4,0,4
 5150 DATA 124,4,242,4,0,4,124,4,182,4,182,4,144,8,142,4,182,8,142,4,182,4,121,4,0,4,144,4
 5160 DATA 182,4,0,4,144,4,121,4,0,4,144,4,182,4,182,4,144,4,144,4,121,4,0,4,121,4,142,4
 5170 DATA 312,8,142,4,182,8,142,4,212,8,242,4,178,4,144,4,142,4,0,4,121,4,142,4
 5180 DATA 0,4,142,4,142,4,0,4,182,4,142,4,0,4,178,4,242,4,0,4,142,4,242,4,0,4
 5190 DATA 142,4,242,4,0,4,142,4,0,4,0,4,0,4,0,4,0,4,0,4,0,4,0,4,0,4,0,4

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MOVIE



Computer + Video Games in association with Imagine Software proudly presents a computer screen spectacular — MOVIE: The Competition.

THRILL to the drama of this detective movie game. GASP at the AMAZING prizes. Don't miss out on the chance of winning this ALL-ACTION game. WONDER at this EPIC production.

Scene One: The dingy basement hideout of the notorious C+VG gang. Two shabby figures, their faces illuminated by the unhealthy glow of a naked electric light bulb, whisper furtively with each other.

Light: Camera. Action!

"Okay, Fingers, where's the loot?"

"What loot, boss?"

The competition prize, you great idiot. The copies of Imagine's Movie game — 25 for the Spectrum and 25 for the Amstrad.

"Er, yes. Don't worry, boss, I got 'em slashed away safe and sound. When do we unload the gear?"

"That depends on the readers, Fingers. They've got to move real quick to get in on our great competition caper."

"What have they got to do, Boss?"

"Dat's easy, Fingers. All they've gotta do is answer our questions on famous detectives and detective movies. Read these questions out, Fingers."

"Okay, Boss, here goes."

"Question one: Who created the famous crime-busting duo of Sherlock Holmes and Doctor Watson?"

Answer:

"Question two: Harrison Ford played a futuristic detective in the film Blade Runner. What was the character's name?"

Answer:

"Question three: Which actor starred in these three films — Casablanca, The Maltese Falcon and The Big Sleep?"

Answer:

"Question four: Agatha Christie created two of the most famous detectives ever. Name them."

Answer:

"Well done, Fingers. I didn't know you could read."

"I can't, Boss."

Send your entries, with the printed coupon, to Movie Competition, Computer + Video Games, Priory Court, 30-32 Farrington Lane, London, EC3R 3AU. The closing date is March 16th and the editor's decision is final.

C+VG/MOVIE Competition

Name _____

Address _____

Please tick which computer you own.

☐ Spectrum

☐ Amstrad

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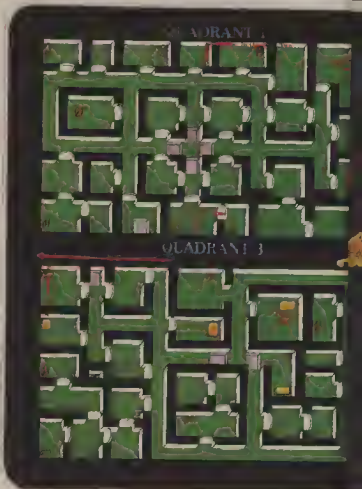
© Chrysalis Visual Programming Ltd.

... why
would
anyone
play
anything
else?



SWORDS

Swords and Sorcery is the ultimate computer simulation of the classic Dungeons and Dragons role playing game. It was our Game of the Month in January and is bound to become one of the most popular games of all time. There are more SAS modules to come from the programmer MIKE SIMPSON but here we bring you a look at the map of the first level — plus hints and tips from the man who wrote the game. You demanded it — C+VG is proud to present it!



Level

S ft SORCERY



Level 1

The Hints and Tips for
the Swords and Sorcery
Map begin on page 77.

Released January 88

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C+VG SURVEY

Every month *Computer + Video Games* tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that big-headed to think everything is perfect.

That's why we're asking you to tell us what you think of C+VG. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to *Computer + Video Games*, 30-32 Farringdon Lane, London EC1R 3AU.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

So help us to help you by taking part in our survey.

REVIEWS

What do you think of the reviews?

Comment _____

NEWS/HOT GOSSE

What do you think of the news and Hot Gossip?

Comment _____

BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO

Comment _____

DEAR BUGHUNTERS

Is the Dear Bughunters column and telephone service useful?

YES/NO

Comment _____

IDEAS CENTRAL

Are the hints, tips and jokes useful?

Comment _____

LISTINGS

Are the program listings interesting to you? YES/NO

Comment _____

ARCADE ACTION

Do you like Arcade Action? YES/NO

Should it be longer? YES/NO

Comment _____

ADVENTURE

What do you think of the Adventure pages?

Comment _____

TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO

Comment _____

MAILBAG/PEN PALS

Should more letters be printed? YES/NO

Are those that are printed interesting? YES/NO

Comment _____

HOT SHOTS/HALL OF FAME

Could these two features be improved? YES/NO

Comment _____

FEATURES

C+VG publishes a variety of different features, letters from America, films, videos etc.

Do you enjoy these? YES/NO

Do they have a place in a computer magazine? YES/NO

What other sort of features would you like to read?

MAPS

Are these useful? YES/NO

Comment _____

GENERAL

Do you prefer the new look C+VG to the old one? YES/NO

Comment _____

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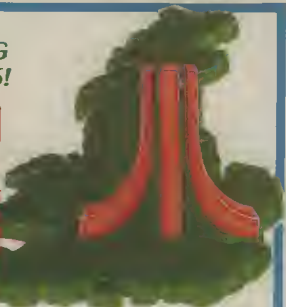
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CVG 3

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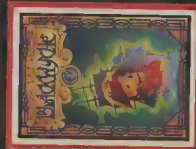
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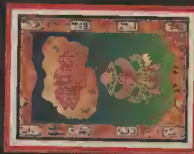
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ADVENTURE

MAILBAG

DAN DARE

A few months ago I descended from the lofty heights of the Penthouse, to the arcade menagerie where the sap 'em games are tested, and everyone walks round with a twitch, and my eyes were caught by a front cover. Not an ordinary front cover, but an original drawing, much larger than the printed version that ends up in C+VG.

"Dan Dare!" I gasped, and suddenly memories of yesterday came flooding back. "But why didn't Frank Hampson draw it?" I asked the Ed, infatigably recapitulating that it was not the work of Dan's creator, the best comic strip artist of all time.

It was then that I learned of Frank's death last July. I was saddened, for when I was a kid, Frank Hampson was my hero.

I was never good at getting up in the morning, but Fridays were different. I couldn't wait for the paper boy to call. I'd rane up the road before breakfast to get the latest issue of Eagle, to read the greatest adventure strip ever — Dan Dare, Pilot of the Future.

Father Christmas obviously has a long memory, for what should turn up in my stocking, but a quality paperback entitled *The Man Who Drew Tomorrow*. In it was the full story of Frank Hampson, and the work that went into Dan Dare, together with beautifully reproduced examples of artwork from the strip.

After reading it, I dug out all my old Dan Dare pages (1950 to 1955) and relived the story of the

successes, problems, sickness, and turmoil of the team behind them, as described in the book.

The Man Who Drew

Tomorrow tells the incredible story of how Frank got together a studio team of eight artists, who worked round the clock to beat the Eagle deadlines. Full scale models were built to ensure continuity and consistency in the drawings of buildings and weapons from whatever angle they were drawn, and the artists used to pose for photos, to check against the drawings for lighting effects and the realism of postures.

It is also the story of how, after happier days with Hulton Press, big business investors finally caused Dan's death at the hands of IPC. The copyright of Frank's own creation has for many years been held by IPC, who allowed others to profit from spin-offs. Frank himself was only permitted to draw the likeness of Dan in portrait form.

And yet not only did Frank draw and devise the original storylines, he WAS Dan, just as his father was Sir Hubert Gossart. They actually used in model photographs so artists could get an authentic feel for their characters.

In the mid-seventies Frank Hampson was honoured with an *Ally Soper* award as the creator of the best Adventure strip.

If you want to know what the best ever comic that carried it was like, and could have still been, then this book will transport you back to the fifties, when it all happened.

The Man Who Drew Tomorrow is by Alexander Crompton, and published by Who Dares Publishing, priced 19.95.

TIR NA NOG

In December, reader Dave Perkins wrote with a burning question about the origins of the game *Tir Na Nog*. Was it based on Poe's *Bridge* by Gillian Fitzgerald, he asked? Eddie Coscaddell of Tallaght, Co. Dublin, and Colin Buckley of Ballybride, Dublin, two of our many Irish readers, replied independently, revealing the likely links between the book and the game, and their story gives readers a brief insight into ancient Irish legend.

Tir Na Nog is not based on the works of Gillian Fitzgerald, but on ancient Irish legends. Properly written *Tir na Nóg* and pronounced 'Tear Na Nogue', the words are actually Irish Gaelic for 'The Land of the Young', an island to the west where people are said to be eternally young.

Cuchulainn (hound of Cuchulainn) is Gaelic for the mythical hero of the *Laisrath* story, and was supposed to have lived around 100 BC. His exploits feature in the old myth 'Lann Bu Cuanighe'. The 'Scribe' (in Irish legends the 'Draughtsman' from Deary Sheel) are the fairy population of the countryside.

So there's the answer.

INFOCOM GETS LITERATE

Two Stone Lions quietly stand guard over a massive edifice. A building possessing vast

knowledge and the wisdom of ages. No, it's not some mysterious temple hidden in a forbidding jungle, but the impressive New York Public Library overlooking Times Square in Manhattan, writer C+VG's *Satanstoe spy Marshall M. Rosenblum*.

Walking inside, confronted by countless rooms brimming with ancient manuscripts and texts of forgotten lore; a growing sense of awe is born, awe for the printed word. What better place for Infocom to introduce its newest, most 'literary' adventure? Amidst quiet walls of dark wood, *A Mind Forever Voyaging* is ushered in. *MFV* is the first in the new interactive *Plus* series from Infocom, featuring an expanded 1700 word parser (improving its understanding of words and sentences). A price is exacted though, as *MFV* requires 128k of memory. But in return you get a varied game.

You are PRISM, the first truly self-aware computer of 2031 AD. You have been deceived until now into thinking you were human, when actually all you have known and experienced has just been constructions of your memory bank.

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AMTV is a game of discovery — not just solving riddles and overcoming problems. Part of the fun is in interacting with this new world and finding out more about it.

Dear Keith,
I'm afraid I have collected a lot of impossible problems, well, unsolvable for mere mortals like us, but not for mighty wizards like you!

The Hulk has shut his eyes, has woken his ears, is holding his nose, and has been crawling all over him. What can he do now?

The reporter is Munroe Moore has both keys but still can't open the wardrobe.

Then there's this fellow trapped in the treasure room of Castle of Terror, but can't remember noticing a fillet anywhere.

Macbeth wrote off to Cressida

Sparks for a clue about to get him out of the coffin — that didn't help as their clues are worse than yours (woops, sorry!).

Talking of Macbeth, I was sure it had died a death until I read in the Dec C+VG of someone who had problems, so someone, at least, is obviously still playing it.

K.G. Taylor, Erecor.

Keith: Take the mule to the mill, get them to examine the barrel, and use the fillet to pick the wardrobe lock, thus releasing Macbeth who only THINKS it's a coffin he's in! Seriously though, there are more clues on page 71.

Dear Francis bully-boy,
I've never sent you a letter before, but I now feel I must 'Why? Well, it's winter, and I would like a C+VG (about to keep me warm (see snail)). Not only that, I would like to comment on the Helpline. The reviews were good, and the Adventure Mailbag was an interesting feature. Now for the bad points!

• The adventure tips were just a load of old tips which had been published before, and had been revamped for this edition.

• I assume C+VG is, as the name suggests, a computer mag. Why, then, are we subjected to such horrid pictures as those

of the Helpline team? Are you about to change to *Crespy & Virulent* monthly? I suspect you all pop down to Tesco's and buy some brown paper bags, then the unsuspecting public will be able to see such gruesome graphics!

Michael Pandey, Gwent.

Keith: You didn't study the pages XXXI and XXXII enough. Mitchell's new tips were headed CLUES and appeared on page XXXI, whilst the columns headed TIPS clearly stated that there were a collection of old tips since last March, and they were continued overleaf.

ADVENTURE HELPLINE

In his penthouse apartment in the IDEAS Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

HELP

CRINGING CRIES OF HELP!!

Winter is no time to linger on the beach, but Mark Evans of Monmouth is doing just that — in fact he's stuck there! Can anyone lead him inland in the Emerald Isle?

Christopher Waite of Chelmsford is stuck on a German hillside in Europe — he wants to answer the resistance but doesn't know how. So he popped into the café to think it over, and he's at a complete loss there, too!

Dave Walsh is feeling the heat in *The Inferno*. He's tried digging, but that doesn't seem to help, and he's a bit put out by Virgil, who hasn't shown up in two months, despite promises. Dave's tried reading the paper, but that is in a foreign language he can't understand, so who can offer help or a translation?

The Sanderson Cosewith is a great game that all adventurers should have in their collection, reckons Mack Brahmah of Leitchworth. It's a shame that not many have even heard of it, he says. His problem is to find the password that will get him past the boulder on the planet.

Mrs McKinnell of Sharnbrook is nearing the end of Fourth Protocol. I have tended to fight shy of giving clues about this game, as the focus doesn't lend itself to short sharp tips. Clue tend in read as strategy hints.

However, Mrs McKinnell is in need, now, of a few short snappy answers! What proof do you have? She thinks. "Apes. Where prias, Flager prias. Where did it happen? Mrs K thinks. Pirthouse. How was traitor recruited? Mrs K thinks. False flag, blackmail! Is she right? What does SVEICOR mean? She pleads, dying to get into the second part of the game!

Heroes of Kern has survived well, and continues to get mentioned in the mail. Although the database is fairly brimming with crises, one missing answer has been highlighted recently, by the popularity of the question: "Where on earth is Khadim?"

Tim Huckle of Bedford has also caused some embarrassment by asking an unanswerable question. How should he deal with the butler, and how can buy a house in Hempstead?

Having said I'd not heard of The Morley Levels, Andrew

Lamb of Blyth in

Northumberland has enlightened me it is a Quilled adventure by Double Play and in answer to Barry sharp's question, the THING in the letter box is nothing as sinister as she thought! It is merely an envelope, which when opened will reveal: "Incidentally" asks Andrew, "does anybody know how to get into the pub opposite the house?"

Paul Gilbert finds many places in *Tyler's Castle* is darkness, and has, to date, been able to secure a source of light. "Is the crystal useful, and why does it only glow in certain places?" he asks.

Paul is also puzzling over *Ashkeroo*. How can he lift the lid of the Shroud Bear's tomb, and what must he do to get the floating orb?

Why play adventure on an IBM PC? You do? Good, your help is needed with *Adventure in Silsden* where Alexander Irwin cannot get past the anvil! Send word to the Helpline if you know the answer!

Beware! There is an ape at large in the form of Ian McMahon of Ladbarn. Ian is gibbering with frustration at not being able to revert to human form, in *Witch's Cauldron*. Any help to get him out of this predicament, or to open the south door or trapdoor in the strange room, will bring relief all round in the Monkey House!

Finally, what should Denis player Nigel Thompson of Haynes, give Morrisian Fowler, folks? I know what I would give him — a UB40, a 1966 Irish certificate, and some speedy days in a holiday resort!

DOUBLE, DOUBLE, TOIL AND TROUBLE!!

This month sees a letter from a Macbeth Ian from Brecon, who, not having seen mention of the game for months, thought the game had died a death.

Adventures have a long life, and Macbeth, being rather better than most, it seems that it has taken until this time for the problems from the serious players to reach the Ideas Corps Penhouse in numbers.

Meanwhile, many have given up, so with the hope of clues that might be forthcoming as a result of these plans, perhaps those who fell by the wayside may be encouraged to try again!

Michael Spriet of Seasford in Victoria, Australia, has only just finished the first part, and has not given up! Finished, that is, except for the question at the end: "How can you describe today's events in three words?" Has anyone a succinct answer? Perhaps from Michael's point of view, ICMID, SAVE, RESTORE, might be apt!

It is quite likely that Anne Stevens of Kanai Rae might be able to help Michael, for she is into the third section. However, she can't get out! Anne's main problem has in the screen where the key is hidden as part of the bridge and skyline, with an indefinite 'something' near a man lying in the foreground.

Assuming that these objects bear some relation to the game, Anne is unable to find the correct vocabulary to decipher what they are. She therefore cannot get out of the screen, as none of the other objects depicted are actually recognised by the program.

In the lead so far, Mrs. Quinn of Tottenham, who uncovers the secret of the cat and thumb in the *Adventure Chess* section. "Can anybody shed some light on Macbeth 4? With the 'in hand' I think I could 'do it' if I could find the coffin, too!" she cries, adding: "I just love the *Adventure* section. More, more and MORE please!" And I just love letters like yours, Mrs Quinn. More coming up in a month's time!

ADVENTURE CHAT

John McCann of Ladbarn has been playing *Red Moon*, and he is indignant! "Four columns indicated that Level 9 write the best adventure games prize, with hundreds of graphical locations, and people taking years to finish them."

Your days and 999/1000 later I am disgusted. They tell you to serve your position regularly, and then take a point off you every time you do! So to get 1000/1000 you have to play the game as you go!

I suppose that is the ultimate challenge once you know the solution! Not all adventure players like every game on the market, John, even every good game! It's all a matter of taste, so perhaps Level 9 Adventures are just not for you.

Croasting the road is a tricky business for drinkers, as many players of *Pub Quest* will know

HELP

ADVENTURE CLUES

paper for a tramp's mess!
Dying for a drink? Exchange a
MAFIA CONTRACT

Wardford
when confronted by the

the brightly lit room in
problem, they Open it

— there's a blinding light
— you're safe for a bit! The screen

making a stand around the
Mooros Cards remember the

Don't waste time putting too
many buttons. Remember the

SNOWBALL:
find a wizard tower. Wear and

and go up the tower until
are you have the supplies. Make

from the precisely thing. Do to
the bird, and the ring. Do to

island, drink parrot's brew. With
is found in the hole. To leave an

coming the claim. — merge two
together for the claim. One

WIZARD & PRINCESS:
Threats a bit of House Pious in

need succeeding this up.

RINGS:
To get past the Monitor Gate

BORED OF THE
is a golden mouse

MR. The key to the wooden door
being to see to the tree for **TANK**

To kill the golden. But the last
to cross the bridge get the tree

MAGICIANS BALL:

and use it to break the lock. Climb,
and rock the pedestal!

To enter the temple, step a branch
INCA CURSE:

Under a field in a pit.

ADVENTURE
PIRATE

The watch is at Wizard's Cove.
BABYLON:

JEWELS OF
Majestica.

You can't get through the garden
gate until after you have killed the

MAGICIANS BALL:
giving the dumb to the black

MACBETH:
Climb into the mine before

pub.

rock and retrieve the chicken
when you have gone down the

Take the corn and fix over the
chicken in the treasure store

The bridge problem. Put the
KEY:

WIZARD OF
use the permeability spell to

Examine the grate — it contains
something really useful. Either

CASTLE:
CLAYMORGUE

SORCEROR OF

They the way into the cave for a
victory over Prometheus.

WARDHO:

The condition should be accepted.

ERIK THE VIKING:
other one!

Examine the burial mound the mill!
If you find nothing, examine the

TEENOR:

CASTLE OF
the wardrobe

Carry only the brass key to unlock
the wardrobe

MYSTERY OF
Carry them!

HULK:
But with it.

Examine get Doc Ock's arm and
blatant, try feeling it! To defeat

How to get yet more Glass. If
you can't see through the

SPIDERMAN:
before you have this information

passage points if you phone
the contact. You will lose

only to be used when you know
12377963. The last of these is

71288989. Sir Anthony Rumb
04382731 Medical secretary

numbers. Birmingham computer
company. Some telephone

contains the key **TELEPHONE**
NATO Document **GENCOM**

PROTOCOL:
FOURTH

Along with others, Steve Smith
of Knuth Park in Lincolnshire

But alas, he solving the game,
Steve lost a friend. "Before you

ask, yes, I have finished it. It
took me two weeks using my friend's

copy. You should have
seen him — he was blind! He

had been at it for three months,
and he doesn't even talk to me

now!"

So come on, Steve's friend,
don't take it so badly! Just

remember — I have the Coppins
lector to put up with!

That a large number of people
wrote with advice on the temple

problem in Inca Curse was not
amazing. What was amazing

was how many people, like me,
had a good idea, but couldn't be

too sure of exactly how they did
it. It was so long ago, that

wiseman players had forgotten!
Adrian Martin, Milford

Haven, and Thomas Pether of
Tunbridge Wells were the first of
the mark with a definite answer,
and it is with their help that the

also appears this month!

Adventure problems unsolved
are never forgotten... Barnaby

Mason told his Vic Vic 20 and his
copy of *The Count* that went

with it, but is STILL curious to
know how to kill Drac — even

though he has now lost the
chance of trying!

"I was standing there by the
open coffin," he wrote. Not only

that, but his Mum has had a
few sleepless nights, too! Barnaby's

Mum asked him to ask me where
the second treasure in Flair's

Cove was hidden — the cover
did find it! Look in the close

section, Barnaby's usual

Just because they have sold
the Vic doesn't mean they will be

giving up adventures. They are
swasting delivery of a 64 — and

that will open a whole new
field of adventures!

CHEAT'S CORNER
Causing a program to go into

error can often cause execution
to cease, and allow naughty

things to be done to the code,
still in memory. A method I

sometimes try is to type in as
long a text string as I can,

hoping for an "Out of String
Error" or "Out of Memory"

error. From Steven Lee of
Guildford, comes a novel way of

using this error-handling
technique, to hit the whole Ring

of Power program, which, says
Steven, is written entirely in

basic

First enter SAVE, and then
type in "Z" for disk. Enter a

filename, press RETURN, and if
you haven't got a disk drive

connected, a "Device not
present" error will occur,

throwing the whole program
wide open

**ADVENTURE
FUNNIES**

By typing something rude in

The Poy Oh suggests Guy
Coleman of London E15

It took me a long while asking
around to discover a rude word,

but eventually I learned one by
asking a friend at my Corporation's

Chief Accountant for my
monthly cheque.

Typing this out in *The Poy Oh*,
I got the reply "I have a

limited vocabulary, and, so it
seems, do you! One example in

the *Sin Bin*. The screen went
black, and I had to wait for the

game to return a minute later! (I
still haven't got the cheque.)

"Have you ever seen anything
like that before?" asked Guy,

signing off: "Keep drinking the
Poy Oh!"

ADVENTURE CLUES
Giving a helping hand with the

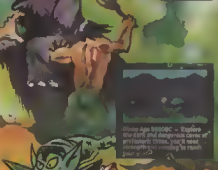
clues this month, were
Steven Vickers, Caversham, Mr. A

Quinn, Tottenham, Guy Coleman of
London E15, Alan Rahim, Harrow,

and Adrian Martin, Milford Haven.

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The most anticipated Adventure of all time must be Lord of the Rings. So when the hefty packages arrived — carried by some odd looking dwarfish characters in hooded cloaks — we sent them straight off to our ace adventurers Keith Camphell and his apprentices Jim Douglas and Paul Coppins. Now we present three views of Phillip Mitchell's translation of the Tolkien novels.



REVIEW SPECIAL

JIM'S QUEST

When Lord Of The Rings arrived at CIVG, JIM DOUGLAS looked at the package and found a useful way of keeping the Penthouse door open ...

This is probably the most professionally packaged game to come from Melbourne House. The large book-like box and its contents simply reek of quality!

The novel makes a wonderful doorstop. It is impossible to tell quite how important it is to read the book before you actually start the game. I shouldn't think Melbourne House would include

There is a nagging delay between entering each location and the cursor re-appearing. Whilst frustrating at first, you soon spend much more time thinking about your next move, and the machine has to wait for you!

Lord of the Rings matches all expectations. It is a very good game, but certainly not for the inexperienced adventurer. Don't set off with expectations of solving it — just explore, experience, and enjoy!

PAUL'S QUEST

PAUL COPPINS started loading Lord of the Rings, and sent out

possible to become trapped inside Maigo's farmhouse with no means of escape. The only problem in part two seemed to be that the program didn't know the Elvish word for 'friend' (MELLON).

Lord of the Rings is without doubt a far superior game to Hobbit and Sherlock. I would even go so far as saying that personally I believe this to be the best from Melbourne House so far! I can't wait for the second part of the trilogy!

KEITH'S QUEST

Paul and Jim disappeared with a MUDpack and a pile of Medicine records to enjoy Christmas, leaving Keith with nothing but a "Yer, good, um! it!", a deadline, and a half-empty bottle of Pernier.

LORD OF THE RINGS

The magical ring of Sauron is in the possession of the Hobbit Bilbo, master of Bag End. Bilbo is aging, and, becoming weary, decides to set off to visit the mountains for a long holiday, probably never to return.

The Ring is a source of evil power, sought by the Dark Lord of Mordor, and using it can turn its owner to evil. Before the Wizard Gandalf will let Bilbo leave, he persuades him to leave the ring in the keeping of Frodo, who is to be the savior master of

Bag End.

After some years, it becomes clear that the presence of the ring is a threat to the well-being of the Shire, and must be destroyed. But it is said that Rings of Power can only be melted by Dragon's Fire, and there is no Dragon's Fire hot enough to touch the one Ring of Sauron.

There is only one way to find the Crackles of Doom in the depths of Orodruin, the Fire-Mountain, and cast the ring to there ... Gandalf tells Frodo.

So Frodo sets off in the company of fellow-Hobbits Sam Gamgee and Pippin Took to dispose of the ring, yet afraid even to wear it, lest its evil powers corrupt him.

"You are in a comfortable burrow with a round window and a grassy door to the east." So starts the first Lord of the Rings adventure game, based on The Fellowship of the Ring, first of Tolkien's famous trilogy.

The package from Melbourne House is a bulky one, comprising the paperback version of the book, plus two cassette and an instruction booklet. The game is in two parts, one on each tape. On the reverse side of each is a 'beginners' version, a cut-down adventure in which the player takes the role of Frodo.

In the main game, the player can opt to play the part of any or all of the four main characters. During play, he can change his role to any one of the characters he has chosen, by entering

"Become ..." This is said to

You are Frodo.

Being carried by you are a map, a canvas backpack, a small gold ring and a blue book. Merry waits. Pippin waits. Sam waits.

You go west. You are in a comfortably furnished cottage. You can see a table. On the table is a welcome meal. Possible exits are west through the yellow door and east through the red door. Merry enters. Pippin enters. Sam enters.

Y.U.

It is it were completely useless, however ...

The instruction book is mainly an explanation of English, a few legends and facts, and a general introduction to Adventure for beginners. The program itself doesn't want to admit that it's loading, you are left with a flashing red and cyan border throughout most of the process — most disconcerting!

The game is very similar to the Hobbit. The graphics are acceptable, although not up to the standard of its predecessor.

There is a clever routine whereby you can choose which characters you wish to play, which, of course, enables you to play the game with friends.

Using this method you are more likely to get another character to do exactly as you request, instead of risking leaving it for the computer to work out.

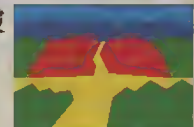
for bacon sandwiches. Before they were delivered to the Penthouse, Paul had completed the adventure and washed it down with a glass of Pernier.

Although the text is very descriptive and well-written, the graphics are not up to much. The puzzle level is easy to moderate, the main difficulty being where the plot varies from that of the book, in particular, crossing the bridge East of Bree.

One very good feature is the ability to give other characters commands, which means that you can tell others to carry out the lesser tasks, while you take on the more important stuff.

There are three mazes in all, one in part one, and two in part two. Part two is by far the better, having a better sense of humour, and no graphics! There is a bug in part one which makes it

You are Frodo.



You are on a broad paved highway with grassy shoulders, running east-west through the Shire. A

ADVENTURE

LORD OF THE RINGS

enable a number of people to play the game, each taking a separate character. So it does, but it does not enhance the game any more than if a group of people play together operating all characters. In fact, there is little need to swap between characters unless you decide to spill the party up, since 'English', that well known Beam Software command language, accepts phrases like **SAY TO SAM "GET BACKPACK"**.

The opening sequences of the game require the acquisition of suitable objects to prepare the party for the journey, and this is quite a long process, for there is a lot of stuff lying around the

BUT PIPPIN HAS IT. SAM TRIES TO PUT THE LONG ELABORATELY CARVED PIPE IN THE CANVAS BACKPACK BUT PIPPIN HAS IT. SAM PUTS ON THE CANVAS BACKPACK.

And of course, the more clever you try to become with like commands, the more likely you are to get a reply such as **I DON'T SEE ANY LIT PIPPIN'S MATCH FROM BACKPACK TO TALK TO PIPPIN**.

As all this takes a tremendously long time, it is highly recommended to save the game once you have got your party loaded up and out of the burrow. There can be sudden death lurking in the forest, and

portraits is shown in highlight. I discovered after reloading a game which I had saved as Sam, that I was listed as being Frodo, whose role I had taken in the game! I QUIT. The top border was not updated until I RECALME somebody else.

Below the border is the last/graphic window, narrowed by three grey columns to the left, on which appear portraits of characters not present at the current location.

Whilst the program works out who is going where during a change in location (everyone seems to follow everybody else) it clears and re-positions the portraits one at a time, resulting in a drastic increase in response time whilst faces flash off and on and flip back columns to columns.

The overall response time is disguised somewhat by a few seconds delay AFTER all the replies have been given, before input can be accepted, but in total runs at anything between 10 and 20 seconds when moving from place to place.

The text window sometimes has graphics in it — there are occasional pictures which scroll up to be replaced with text on hitting any key. They are not particularly artistic, and to me they represented merely another degradation of response time.

Below the text window is the command input area, and messages that are not part of the narrative, such as **DON'T BE SILLY** when you try something that isn't possible (although probably fairly sensible), appear here.

The trouble with this is, that

some messages are too long for the three lines allocated, so the top half often scrolls out of sight under the text window before it can be read.

Key depressions cause a short sleep, which is particularly useful on the Spectrum, since it is so easy to press a key off centre without noticing that it hasn't registered on the screen. Type-ahead of one character is possible, but this causes a problem, since the last character entered is the one that is displayed when that prompt finally arrives.

This is particularly annoying when using quotes. For some reason, there is a delay of about one second between entering a quote, and its appearance on the screen. If you get into the rhythm of typing a sentence, it is all too easy to find you have the wrong letter following the opening quote. This makes SAYING TO rather irksome.

If the prospect of ploughing through the book seems a bit daunting, then, if you didn't see the film when it was shown on TV recently, you might consider watching the video, available from most good video libraries. This will put you on the right track, but to get the best enjoyment out of Lord of the Rings adventure, you really should read the book, for then you will have a far better idea of what the game is all about, and how to react in certain situations.

- Vocabulary 9
- Atmosphere 9
- Personal 1

You are Frodo.



You are in a large grassy square, planted with beds of flowers and shady trees. There is a broad

burrow

When Frodo's inventory limit is hit, it is necessary to transfer equipment to another member of the party.

This involves a lot of either **BECOMING** or **SAYING TO**, and since backpacks are provided for putting things into, the whole business can become horribly involved unless the player keeps careful note of who is carrying and wearing what, and where everything is at any given time.

I accidentally had Pippin pick up two backpacks, and wrestled with the Spectrum for fifteen minutes before I could transfer one of them to Sam! After one of my more ambitious multi-command upsets, I received the following horrendous reply: **SAM TRIES TO TAKE THE MAP BUT PIPPIN HAS IT. SAM TRIES TO PUT THE MAP IN THE CANVAS BACKPACK**

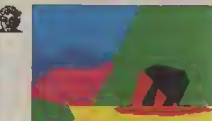
to be caught without a saved game, means you will have to reload irritating data, and go through the **SAY TO SAM "GET BACKPACK AND GET MAP AND WEAR BACKPACK AND PUT MAP IN BACKPACK"** routine all over again.

In issuing commands to different people in turn, it is impossible for things to get a bit out of step, and there is nothing more calculated to frustrate the player struggling to get a grip on these mischievous Hobbits than **PIPPIN SAYS "HST TRAVELLING FUN" in the middle of it all!**

The game has an unusual screen layout. The text window is a slightly cut-down Spectrum screen, with a top border displaying a row of portraits of your selected characters.

The currently active character is named on the screen, and his

You are Frodo.



You are at the entrance to a dark tunnel going east under a high hedge which would be too high to OPEN DOOR.

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REVIEWS/1

MASQUERADE

● Supplier: All American Adventures

● Machine: Commodore 64 (disk)

● Price: £14.95

Arrgh! I'm driving me mad! I've come across that body in a seedy hotel room, and I'm after Mr. Big, the brains behind a crime syndicate. There's a bomb set to explode in just under the hour, and if it blows, the hotel will be reduced to a pile of rubble. But will it matter?

Fricking the body, and making off with everything useful, I head downstairs, pass by a movie theatre (costs more than I can afford) and head for the zoo, where I can just about raise the price of a ticket to get in. If I haven't got a knife in my back by now, I can feel eyes on me, and it's not only those of the gorilla! A mysterious and sinister figure is lurking in the shadows, watching my every move.

After a quick tour of the zoo, I reckon this could be Mr. Big's HQ, and maybe he's hidden away in the office building. Otherwise, why would the guards want to kill me for going in?

Come to think of it, I've a whole lot of questions, and not many answers — not much of a 'lec, am I? I've raised out of the hotel waiting room us for waiting in (I think) and I think I know why I want popcorn — if only I could afford to buy some!

But why is the fence electrified — and where's behind it? What secret does the rock in the reptile house hide — and how can I get at it without

venomous fangs being sunk into me? Why the bird? Surely it must be useful if I can take it? And why does it fly away when I release it by the snake? Surely there's not how things should work, should they?

OK, I have a theory about that, and like the movies, it's all tied up with cash — there's simply not enough around! Equally scarce are bullets — there's nothing unceres ma more than carrying an unloaded gun — even if it is a .44 magnum!

Masquerade is an intriguing mystery set for you to solve, with

the aid of a Commodore 64 and a disk drive. It is pleasant to play, for although only two-word commands are accepted, the vocabulary is well handled, and the response is instant if played in text only.

The graphics are very good, and cartoonish in style, but when you've seen a picture more than enough (and this will happen quite quickly, I can assure you!) you can invoke 'MIXED' mode, which allows you to toggle them on and off by use of the RETURN key.

This is one of the few dialogic adventures I have come

across that actually wants to load the graphics when in text-only mode.

If you want to redisplay the pictures, then you have only to press RETURN a second time, and the current picture is read in.

Apart from my reservations about the price, this is a mystery and suspense adventure I can recommend without hesitation (Keith Campbell)

Right, I must go now. Can't hang about. I've got to work out just what this button on the box does when I press it... dare I press it?



MOUNTAIN PALACE

● Supplier: Duckworth

● Machines: Commodore 64, Amstrad

● Price: £17.95

In the opening moves of this game, I found a fishing rod that would not fish, and a shovel that would not dig, and I was told that no way, an how, was going to be made to dig! Bearing in mind that it was the very thing I needed to move a large pile of rubble blocking my way, I feared the worst.

However, after a few sessions of wandering about with very little happening, with the spin of a top came the move that was to prove the key to unlocking this

adventure. From this point on, things started to look up.

The game opens with you standing on a mountain ledge outside a hidden palace, hidden, that is, until you found it!

You have heard rumours of vast wealth lying inside this long lost palace, and you need only walk in to collect your prize.

Unfortunately, this turns out to be a little more difficult than you imagined. Gaining entry is the easy part. It is getting back out again that is tricky, for there are some very sinister inhabitants living (or perhaps 'undead' is a better word) in the palace, and this forms the main part of the adventure.

For example, there is a headless ghost that leaps out and throws magic daggers at — guess who?

Some rather unusual vocabulary is required to solve this game.

Words like KILL and ATTACK don't have the same meaning that most of us have grown to expect.

The answer to some of the problems are a little unexpected too. To deal with the dagger-throwing ghost, for example, experience would suggest that you would need a crum or other religious object.

But here, you fight them back using an axe! Hi tech

Ghostsbusters watch out!

Despite all this, I found that after I had been playing for some time, I had come to like the game! Perhaps that was largely due to the truly awful puns that cropped up now and again!

That, and other humorous episodes appealed to me, making this an enjoyable adventure to play.

The game is worth a quick play — you may find you like it! (Paul Coppins)

● Vocabulary 4
● Atmosphere 7
● Personal 7

REVIEWS/2

MINDSHADOW

- Supplier: Activision
- Machines: Spectrum, Amstrad, C64 (disk and cassette) Atari 800 XE/XL (disk)
- Price: £9.99

Mindshadow was originally released on disk only for the Commodore 64, an increasing trend for adventures originating from the US. It is very rarely that any game is reviewed twice in C+VG, but this release of Mindshadow in a cassette version, not only for Commodore, but also for both Spectrums and Amstrad computers, is unusual.

It affords the ideal opportunity to see how a game that reads its graphics from disk while it plays, turns out on tape. Such a comparison must also be a comment on the capabilities of the respective hardware.

To recap on the full review (C+VG July 1983) you had yourself stranded on a small desolate beach on a tropical island, with no idea of who you are or where you come from. You take it from there!

The main drawback of the cassette version is that Mindshadow comes in two and a half parts. Part two of the game cannot be played until part one is completed — saved data must be loaded from one part to the other.

Nothing wrong with that, of course, if it is standard procedure in large tape-original games such as *Tower of Darkness*.

However, for a faithful conversion from one original part, the plot must have a structure that prevents returning to locations appearing in part one, when playing part two. Mindshadow has that sort of plot.

The half-part is accounted for by the built-in tutorial, which is offered as an option on disk, but which must pass through the cassette head whether used or not, on the tape version.

In both tape versions, the loading instructions were incorrect. The Amstrad produced a 'Memory half' error whilst loading the main program after the tutorial, using the quoted command Q. To overcome this it is necessary to power off before loading the main program.

The Spectrum had a worse problem. No warning is given in the instructions about the lack of motor control. To stop at the correct position to continue after the tutorial, it is necessary to stand by to stop the tape immediately the tutorial has loaded.

The command Q takes the computer back to READY, but the program seems given to load the next part, MIND1, is incorrect.

This isn't important if you are at the end of the tutorial, since you can type LOAD ". But if you wish to bypass the tutorial altogether, you would need to type LOAD "PART A" (note upper case) at the outset.

This aside apart, how did the tape versions rate in comparison with disk? I compared the graphics, and the response time in moving from one location to another, when the picture has to be redrawn and response is at its slowest.

The Amstrad beats the Commodore disk in response time; the graphics are not only faster to load/display, but more colourful, and have higher resolution. My only criticism is the use of red to place of brown, giving the pirate ship a rather gaudy appearance.

The surprise came in the response comparison of the Spectrum version. For most movements, the Spectrum is barely quicker than the Commodore, in some cases it is noticeably slower. And anything that is slower than a Commodore load is slow!

The pictures are as faithful a copy of the originals as I imagine it is possible to produce, given the different graphics characteristics of the machines.

The text in all versions is, as far as I could tell, identical.

Here the Amstrad lost out a little, for in using the 80 column text mode, the text was a little difficult to read on an ordinary television set.

A feature now becoming popular in Adventures, is QUICKSAVE and QUICKLOAD — a boon to lazy adventurers (like me) who are about to undertake a risky move.

Usually, this means a save to RAM, as indeed it does in the cassette versions of Mindshadow. However, on the disk version, although the process is quick, it is far from instant, as the position is saved to the game diskette. So here, both the cassette versions won hands down.

In conclusion, these tape conversions show up in a good light against the Commodore disk version. You won't get anything less — even the 'change to full-screen text' toggle is provided.

Keith Campbell



Greetings, featherless cyborg. I am the Condor, rarest of birds, most recent in a line of bird-kings stretching back to the stone age.

AL-STRAD

- Supplier: Rhinocort
- Machines: Amstrad, C64,oric
- Price: £2.50 (Mail-order only from Rhinocort, 19a Bradgate Avenue, Cheshire SK8 3RQ)

It is very easy to overlook a cassette with a plain label, especially if it is not a pre-release copy of a potentially 'big' game, and accompanied by a suitably impressive press release. By THIS I mean a game that, good or mediocre, is going to sell well because of the hype backing it.

Lucky, then, that I didn't overlook AL-STRAD, for I would

have missed an excellent adventure. Written by Paul Gill, AL-STRAD is a text-only adventure with a strong sense of humour, and a background theme of the computer games world. One of the objects is even a cassette of C+VG Games of the Month, 1976!

Starting off in a fairly mundane forest, the adventurer is soon led into a hut with a combination safe and a lever. No points for guessing that he hasn't a clue what the combination is! Pulling the lever causes the floor to move, and he finds himself trapped in an underground computer games chamber of horrors.

The Massachusetts others contain a pile of rubbish, while in Addictive Software mine was model of Keb Toys strip a pile of men's magazines. Trouble is, there's a dead and lame, and no backing out!

Outloom the scenario ends with a river, and discovering how to navigate it comes as a bit of a blow. But there's no 'erm in that!

Thus a double dead-end appears, one, by a shiny rocket ship guarded by a fierce dog, and the other, by a pool of bubbling quicksand, for which a highly cryptic clue can be found in a nearby cave.

So, when all other

possibilities are exhausted, the adventurer is forced into cracking the safe, the answer of which was really in his palm all the time.

AL-STRAD is a series of cleverly interlocked puzzles, arranged in a well-thought out way to make the game encouragingly easy and satisfying to play at the start, but culminating in a few nasties that will have the experienced adventurer scratching, if not banging his head.

Keith Campbell

Vocabulary
Atmosphere
Personal

ADULTS-ONLY

REVIEWS/3 RAPID ROUNDUP

Some old and some new, here we catch up with a few recent adventures that didn't make it in these pages.

Ian Douglas took a look at *Desperados* and awarded it a Personal Rating of 2, while Keith Campbell tackled *Classroom Chaos*, PR:2, *Mystery Manor*, PR:3, *Klondike Gold*, PR:7.

● **Someone has stolen the school's Challenge Gold Cup, and the headmaster suspects you, in Classroom Chaos**, for the Spectrum, from Central Software Ltd. Poor quality meaningless graphics hardly spoil what is a very sparsely worded adventure with little atmosphere, in which you must solve the crime and find the cup.

No exits are shown, and when

you do move, many directions are illogical (eg going south is not always the reverse of going north).

Moving from cricket to football pitch, through the playground and up the road might be fun for young kids—but would they know the date of the Battle of Sannockburn?

Personal Rating (KC): 1.
● **Also from the Central Software**, and in the same series as *Classroom Chaos*, is *Desperados*, in which the local Sheriff decided to get rid of the bad-guys. Off he rode with a posse in search of Black Lake, leaving you to charge.

When the game began I was presented with some pretty desperate graphics, and the crassly predictable "What

now partner?" as a prompt.

Fifty soon I realised I wasn't going to get anywhere without the correct items necessary to begin my journey. Cash wasn't hard to come by, and I soon was a "fair bit of money" at pocket, which as well as being indeterminate, didn't show up in my inventory.

There is a slightly frustrating "You feel thirsty," sequence which appears every so often, and doesn't enhance the game at all, and forces you to go back and forth between various water sources. I suppose it is a sensible inclusion, but...

Certainly not a great game.

Personal Rating (JD): 2

● **Sapphire Software** have produced a couple of text adventures for the Amstrad, both

reasonable without being

spectacular. *Mystery Manor* sets you off on the trail of treasure, in the spooky mansion Nabula. Predictable problems but for all that not too bad a text adventure.

Personal Rating (KC): 5

● *Klondike Gold* is another offering from Sapphire, and is in the same format as *Mystery Manor*. Set in the desert town of Nuggetville, after the gold rush, there is still some gold in the bank's safe. Your job is to discover the combination, parts of which have been hidden in different places by the forgetful manager. This game has more atmosphere than its stable mate, and some more too easy problems.

Personal Rating (KC): 7

RUNESTONE

- Supplier: Firebird Software
- Machine: Spectrum 48K
- Price: £7.95, Cassettes

The huge and varied threecore debate of originality will no doubt get a good airing when this game is reviewed by the Adventure world. To all intents and purposes it is very, very similar to *Lords of Midnight*.

For those of you who have somehow managed to avoid the LOM genre, with its paucity of graphics and huge game-map, here is the state of affairs: you take the role of different characters and move about the land collecting other people to aid you in your quest. This usually involves rescuing someone, or retrieving a long lost object, or simply assisting an advancing army of wretchedness.

Someone has managed to churn out pages and pages of

supposedly starting history. It's well written stuff, but excruciatingly predictable. The Land of Belom (yes, it's a funny name—all round games) was inhabited by peaceful folk who were content and untroubled the futility of war. The obligatory force of evil is made up of orcs, led by arch-baddy Krodomor (right?). They are intent on rolling the land, and are having a good deal of fun despatching those who oppose them.

This is where you come in. Greymane, Murval, and Rhador are the three main characters, and by typing CHANGE TO... you can become each of these. You are presented with a little portrait of whoever you are controlling, his 3D view of the landscape, and text below. The text will usually read: "(name) is standing on (open ground etc.) looking (direction) towards (landmark)".

The graphics are quite small,

but this doesn't detract from their value. A strip at the top of the screen shows the view in blue-on-white. Individual items such as huts, trees, towers and fortresses are all drawn in perspective, and are quite effective.

Whenever you need a character (other than an orc, who are a mindless bunch that I gave up trying to bribe in favour of physical persuasion) you can talk to him, though conversations are not really possible. The most sensible course of action seems to be to get all of your characters together, and then tell everyone to follow everyone else. That way you should all stay together, giving you a better chance in battle, and greater carrying ability.

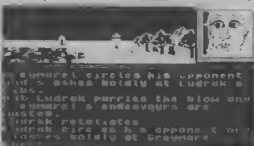
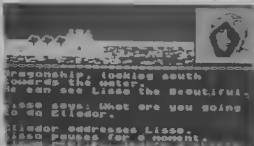
Once your band is assembled, you can set off on your quest, swapping objects, entering tents, using arrows and saying "please" and "thank you" a lot!

It is quite possible to attack yourself. "Mortal charges forward and slashes boldly at Morval's ribc" It's not sure if this is intentional, but ducking your own blow seems a little strange!

Full sentence input is supported, though not strictly necessary except for communication, and characters happily talk amongst themselves. The game is in real time, with the inevitable time passes/ message appearing every few seconds when nothing is being typed.

Runestone is good value if you haven't got LOM—it has some elements of Valhalla as well! Forst adventures will be disgusted! If you've got an open mind and enjoy a quick march, this is certainly worth a look. Ian Douglas.

- Vocabulary
- Atmosphere
- Personal



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● TIMBER

Are you lumberjack material? All bulging muscles and checked shirts? Well, if by chance you lack those two necessary assets, you can still show off your skill by wielding an axe at Bally/Midway's latest game, *Timber*.

Two down and three to go. No time to stop for a break. You've got five trees to chop down before the boss blows his whistle loud enough to start a massive earth tremor. So get **CHACKING**.

You start off in an empty back yard. Not a tree in sight, just a few clumps of grass. However, some potent magic fertilizer has been laid out, and as the whistle blows, a fully grown tree sprouts from the ground. Run up to it quickly and position yourself to one side. Now using the axe by showing the choc joystick—the faster you manipulate the joystick, the faster you will topple the tree.

A word of warning. If you cannon into the tree, you'll knock yourself out and lose valuable seconds. You should find it easy

to fell all five trees before the whistle blows, at which point the boss wanders up to offer his congratulations. However, should you fail, the ground will start to shake, the trees will shiver and you will fall to your knees as the screen becomes a blur. The boss doesn't believe in half measures.

The next screen is marginally more difficult and introduces three new elements—sawing trees to fall instead of five, an angry bear with a bee-line and a pink featherless bird.

As you rush around felling the trees, the bear starts to get irritated. Suddenly he can take no more and hurls a knife in your direction. Dodge this and return to the job. If you are unfortunate enough to be hit, the bees will swarm around you and eat all your clothes.

It's a sorry sight to see a red-faced, macho lumberjack in his underpants. All this is fine consuming leaving you rushed to finish the task. The bear is now seeing red and follows you from tree to tree with his angry swarmer.

The pink bird is just another diversion. As you fell the tree he's nesting in, he leaps squawking from the branch, and races around the yard. Catch him to earn 1,000 bonus points, take too long and the whistle will blow.

Lovers of the fast shoot-em-up will be horribly bored by *Timber*, but the simplicity of the game will probably attract more younger players.

● ARCADE SHOW '86

Fancy being sucked around in a simulated space battle? Or what about a trip in the wickedest submarine ever invented? Or maybe you'd prefer to run off and chase dragons in the hot and of Japan's latest venture into hydraulics?

Everyone has different tastes and this year's Amusement Trades Exhibition International (the ATEI) had on show a range of games to suit everybody. Whether your skills lie in intelligence and strategy, straight shoot-em-up or games that will make you collapse laughing, they were all there, and hopefully will filter into your local arcades over the next few months.

whooshing around on your craft settles gently back on its buffers.

Strike Avenger actually looks like something from outer space, with its sleek, black, modern cockpit mounted on an enormous pedestal. You could easily park a Mini in the space the game takes up. I wonder whether inland arcade operators will have the space available to display such a giant.

Getting into the cockpit is rather like climbing into a very high sports car. With your legs stretched in front of you and leaning back at a slight angle you prepare for take-off. The instructions state you have to destroy eight enemy dragons, rather like meisters floating past your cockpit window into the depths of space.

You have both fire power and



Perhaps the games to steal the show were Sega's *Space Harrier* and Bally/Semco's *Strike Avenger*. Both games are crowd pleasers, and the reason—the cockpits twist, turn, move up and down in the same direction you pull your joystick. Operated by hydraulics, the simulators are the most realistic I've seen to date, and coupled with large speakers blaring out the sounds of the battle you could almost lose touch with reality—that is until your game time runs out. Then it's back to work with a

laser power, able to shoot the dragons and other enemy craft, the other to laser blast foot pods which hurtle towards you.

Armes around your target area pinpoint the direction of the meisters and, as you move the joystick, the craft hurtles from side to side to simulate that movement. It's a fabulous experience. There'll be more in future issues.

Space Harrier is just as exciting and features a similar cockpit, though this one is easier to climb in and out of. You play



DE ACTION



a dragon-buster whose sole purpose in life is to run and fly through as many object strewn screens as possible, defeating a fabulously colourful dragon at the end of each section.

The screens are all in 3D with amazing technicolour landscapes and excellent graphics. A multitude of objects, both on the ground and in the air come flying at you, these on the ground you must avoid, these in the air you must hit. They include flying boulders and faces at neck, mutant dragonflies and butterflies, propeller shaped objects which always come in threes, amongst others.

The game moves very fast, and to top it all, you've got to battle with the dragon at the end. It breathes great goutts of fire which threaten to engulf you

avoid those and aim for its face. Time and again, it disappears into the distance, only to turn round and have another go at you. Fortunately, there is a continuous play facility, allowing you to put in more money to continue playing from the point you left off. Unless you are an expert, you will find it very difficult.

It proved almost impossible to play Nintendo's *Super Mario Bros.* due to a couple of experts hogging the game. At last I managed to sneak in and can assure you that a high degree of dexterity and a lot of patience is needed to succeed. It is one of those games which looks very simple and yet has a large number of hidden features and bonus screens to add an extra degree of difficulty.

You play the part of a diminutive Mario who's got a thing about bricks and mushrooms. Leaping through screen after screen, help Mario destroy the brick walls by jumping up and punching them. Some sections of brick have a 'P' embedded in them - hit those and you might release a mushroom which will help you grow in stature and strength. Other sections of brick give bonus points, some release stars which allow Mario to stamp and spit at menacing brown and grey mushrooms.

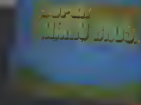
There are dozens of levels, mutant pelicans, tunnels to jump into and slide down for extra screens, Venus Fly Traps, grid-like lifts, greyish columns to leap on and a host of other features for bonus points. *Super Mario Bros* looks like a classic arcade game and one which should be a great success and remain in the arcades for a long time.

Skull With Prizes games have just made their debut in a Trivia-type game which pays out money. The amount you win depends on various factors whether you answer the questions quick enough to gain a high enough score is perhaps the most important. The payout depends on how much money is in the machine at a given time.

There are five categories to choose from - Sports, General, Science, History/Geography and Entertainment, and eight seconds in which to answer the questions. The speed at which you answer the questions is directly related to your score so the faster you answer, the larger your payout will be. It is hoped that the new SWP games will give a boost to the video game industry.

Billy's Skorpion is a weird game and one which you could be almost embarrassed to play. Watching others in hilarious but it's a different matter when it is you who are dancing around on the floor.

The game consists of a square pool, divided into nine squares on which you stand, these correspond to the nine squares which make up the screen. The game has a half hour instead of a joystick, the reason is clear



when you play.

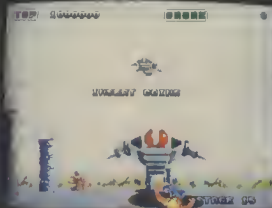
The aim of the game is to stamp on the insects as they run across the screen to take a chunk out of a piece of cheese in the middle of the screen. As they run through the grid, you are supposed to stamp on the corresponding square on the ground. As you do so, a footprint is etched on the grid, if an insect happens to be inside that square it goes Splatt! As the games gets faster and more than one insect appears, the player ends up doing a strange type of rain dance in an effort to stamp them out. See what I mean about embarrassing! Still it's all good fun and everybody should try it.

Turbo Sub is from an American Company, Entertainment Sciences - a long winded name but a very good game. It is the strangest sub game and is basically a shoot-em-up. You start off on the surface of ocean blasting monsters as they swim towards you, also shimmer as they skim across the water. If you are very good, you'll have the opportunity to shoot down objects on marlinas which rise out of the sea.

Further screens take you to the ocean depths where many trials await you. To begin with you have to de-activate a life-cell to allow your sub to pass.

What makes it so interesting, other than the fast and exciting game play and clear bright graphics, is that the machine will judge for itself how proficient you are, and change the level of difficulty accordingly, sometimes within the same screen. For instance, if you are appalling, harder sections are released out, and a number of hints will appear on screen depending if you are very good, there will be extra features to each screen.

More about Turbo Sub soon.



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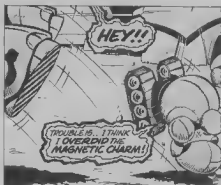
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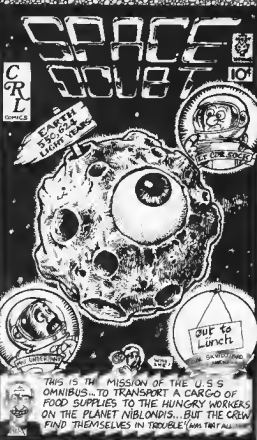
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There's no doubt you'll be spaced out with our *Space Doubt* competition.

Top prize — thanks to our friends at CRL — is a fantastic Toshiba Ghertoblaster. Sounds great, doesn't it?

The next 35 runners-up will receive copies of the Commodore 64 *Space Doubt* game.

The game is about a food ship travelling between earth and another planet which is in need of supplies. A meteor storm damages the ship, allowing aliens to enter the craft and start eating the food.

The hero of the game must get rid of these hungry aliens and patch up his ship.



Here's how to win. We've reprinted our *Space Doubt* cartoon and we want you to make up an appropriate caption to go with it.

Send you answer, together with the coupon printed below, to Space Doubt Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 16th and the editor's decision is final.

C+VG/CRL SPACE DOUBT COMPETITION

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Mailbag

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● I have just finished reading your excellent mag (January issue) which was voted Computer Mag of the Year in our school's annual survey.

As soon as your mag came through the letterbox I caught it — before it even hit the floor — and rushed upstairs. I was looking forward to the map of the Bubblebore game, *Starquake*, as I had only bought the game a week before and was unsure how to complete it. However, when I opened the mag, I discovered that the map was less than one tenth the size of the area I had conquered. My best is 57 per cent with a hi-score of 265,450.

I would appreciate it very much if someone could inform me of any other codes or tips on how to find the other half of the maze.

Ian Bromley

Glenrothes,

Fife

Editor's reply: Thanks for the accolade of Computer Mag of the Year, Ian. We're sorry we could not show more of the *Starquake* map. Originally we had high hopes of printing every screen but, because the game is so vast, we found we would need pages at least six feet by four feet. Keep your eye on Ideas Central for hints and tips.

● This is terrible! Some time ago you did a feature on *D&D*, then a live action roleplay feature on *Treasure Trap* — now finally crashed and mused by a few, but having spawned a host of imitators — then this *Combat Zone* game. The only real part of my hobby which is safe is the postal game!

Actually a lot of people like the idea of action roleplaying, but I find it too expensive. Well, I think I can help. In about 1980 Steve Jackson Games U.S. — nothing to do with *Fighting Fantasy* Steve Jackson — introduced a game called *Killer*. This was based on a cult game played in U.S. colleges in which players stalked each other. Anyone who knows 2000AD's *Hunters Club*, or has read *The Most Dangerous Game* will get the idea.

This game uses rather simpler equipment than the pro-games. I must warn people that trying to emulate *Combat Zone* with an air-gun is horribly dangerous

and could lead to a tragedy. I have been horrified by talk of trying this — and want to explain carefully about *Killer*.

The game takes many forms, and often involves water pistol shoot-outs, alarm clock 'bombing' and subtle attempts at 'poisoning'.

A *Killer* society is being formed in Bury St Edmunds and anyone wishing to join or start their own group can write to me at 22 Mitchell Avenue, Bury St Edmunds, Suffolk. The rules are not commercially available so I'll supply any information needed.

L. J. Rimmer

Bury St Edmunds

Editor's reply: DON'T try to shoot people with a regular air-gun. The *Combat* weapons are specially designed to be safe and are nothing like commercially available air-guns which can be lethal in the hands of inexperienced people. If you are interested in L.J.'s game why not drop him a line.

● OK, Francis Crowther, who do you think you are saying that there is no 'solitary game worth buying' for the Atari computer? Are you living on the same planet as the rest of us?

If you want games worth buying then here is a list for you. Preppie, Rescue on Fractalus, Ballblazer, Koronis Rüt, Spy vs Spy, Mr Do, The last Starfighter, Flip and Flop, Necromancer, Boulder Dash, Neon Max, Electra Glide, Shadow World.

Open your eyes and take a look around at the software market. There's more to Atari than Star Raiders.

Gary Tinsley

Canthurb

Swadlow

● I have a few things to say about some of the things which appeared in your Mega Xmas issue.

Firstly, F Crowther wrote into Mailbag saying how he hadn't seen one game worth buying for his Atari. I have recently purchased a 130XED after four years of a 400. I have loads of games most of which are of an excellent standard. Doesn't he read the ads in your mag? Why don't you get off your backside and look at Koronis Rüt, Hacker, Seven Cities, Bounty Bob and Mercenary, eh? How

can you say that *Mutant Cats* is aoe? It is a totally pathetic game. Anyway it's been gathering dust on my shelf for years.

Now I've got that off my chest, here're some more for you to chew on.

1) I would certainly pay £1.95 for a mag which gives loads of goodies away at Christmas.

2) What did you mean by 'Elite is now available for the Atari, pity nobody told Firebird'? Why not give us a straight answer — is it out, or is it not?

3) Thanks for the posters. They're great. I now have six all over my bedroom wall.

4) Give a lot of support to Atari owners, will you? You promised us that some months ago and all we get is two reviews and a competition. You really make us like the Speccy with all those reviews (I'm being sarcastic).

So ends my first letter to you. Please, don't torture us with loads of Speccy reviews in the future. On the other hand, I've decided that your mag is one of the best on the shelves. P. Thacker

Walsall

Editor's reply: *Elite* is not, unfortunately, available on the Atari.

● After leaving my hair and shirt into pieces on a new adventure game, I finally shut down my computer and settled down to read the latest issue of your magazine. I really don't know how you guys can cram so many brilliant ideas in one magazine.

Take Hot Gossip, for instance. It really keeps you in touch with the micro world. And your competitions (Wow! Look at those prizes) are brilliant. As I live in Australia, software here is very expensive. Can you please send me the software than you no longer want, Cheong U-Tung.

West Perth,

West Australia

Editor's reply: Sorry software is so expensive in the land of sheep, kangaroos, sheep, Fosters and sheep. We can't send you any of ours because it's all stashed away in the C+VG nuclear bunker 100 feet below Farrington Road so we can pass a few hours merrily away as the

holocaust rages overhead.

● The trouble with your magazine is that it is too good. You have plenty of colourful and great advertisements — which make great posters to cover coffee stains on the walls — but when I run down the shops the dumb so-called assistant at WH Smith or Boots has never heard of the game, and never will by the look on its face.

So — I hear someone saying — send off for the game in the post. But the only problem with that is the cost and the fact that by the time you've received it, it's been out in the shops two weeks ago.

So I have thought of the problem. All you have to do is print the release date somewhere under the advertisement.

Martin Windsor

Birmingham

Editor's Reply: Some software houses are so vague about release dates they wouldn't dare print them on advertisements. Anyway, how come you're such a messy coffee drinker that it all ends up on the walls?

● Hi, all computer freaks! My name's A. Oksanen and I live in Finland. I've got an Atari 800XL and the average game for the Atari costs about £10. C+VG costs £3 here.

But since I started to buy C+VG, I usually buy my games from the UK by post and I can hire some too. I like the postage service very much because I can get some games up to 40 per cent cheaper now.

I would like to thank all UK software house, libraries and magazines for their service. A Oksanen, Finland

● I am the owner of an Oric. Even though it is a good computer, I have decided I would like a new computer. My mum said if I did well in my exams I would get a Spectrum or CBM64. But so far I haven't done well.

I think your magazine is great but please publish some more stuff for the Oric, like a review or two, or perhaps a couple of listings.

Alexander Black-Danues, Bahrain

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NEXT MONTH IN



Mercenary madness has gripped the nation's gamers. It seems everyone with a C64 or an Atari is trying to outwit the inhabitants of the planet Targ. But lots of you are encountering problems, so IDEAS CENTRAL contacted the Mercenary masterminds at Novagen and asked for the lowdown on the lowlife on Targ. Next issue we've got an illustrated games player's guide to Mercenary, created by Novagen's Bruce Jordan and Mercenary programmer Paul Woakes. If you're a real Mercenary you can't afford to miss it. Check out your nearest IDEAS CORP. supplier on February 16th!

Born in the U.S.A.! A special bulletin from over the Pond, including:
The Atari 520 ST and Commodore's Amiga — we take a look at these two super-computers, plus some of the games software available. Will these machines change the face of games playing as we know it? Find out next issue.

More Statewide Entertainment in Letter from America, plus a look at Star Blazer, the latest sci-fi live action role playing game to rock the U.S.

Remember the Atari VCS dedicated games machine? This defunct machine was the item of hardware that changed many a games player's life. Now the Japanese company Nintendo are breaking life back into the dedicated games machine with their brand new Entertainment System. Read all about it next issue — and prepare to start saving your pennies!

TWISTER OFFER

Twister System Three's eagerly awaited new game previewed in last month's C+VG will be released soon. And, thanks to IDEAS CORP. and System Three you could save some cash if you want to get your hands on this neat new game for the Spectrum, C64/128, Atari, Amstrad and BBC. If you were sensible and kept last month's Twister Coupon you'll be able to snap out coupon two below and

send both of them to Computer and Video Games Twister Offer, Priory Court 30-32, Farringdon Lane, London EC1R 3AU together with a cheque for £5 made payable to System Three Software — that's a whole £2 off the £7.50 shop price! If you missed last issue or decided to spend your 98p on something less sensible than C+VG we'll forgive you. You can send coupon two on its own with a cheque or postal order for £5. If you still want to take advantage of the offer. Which only goes to show how sensible it is to keep a regular order for C+VG with your newsgroup. We not only bring you the best magazine in the world but we also save you money!

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PLUS Yes, the long awaited Scooby Do Competition will appear next issue. Scooby goodies and software up for grabs!

PLUS A special Spectrum mega-listing next issue called the Wizard of Tellyroo. It's a D&D style adventure created by Mike Turner of Star Dreams who also wrote the Sandman adventure prototyped by Keith Campbell. If you don't want to key in the listing — and it is a biggie — we've got a special offer on tape copies of the game EXCLUSIVE to C+VG readers.

Coming soon to a C+VG near you:
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Over the next three issues we'll be printing special coupons which will entitle you to anything up to £2 off one of these exclusive items.

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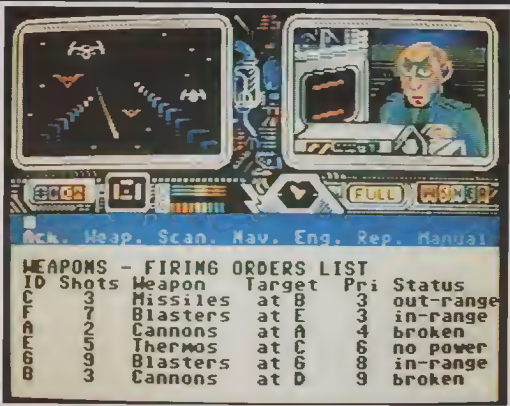


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of the Parvin Frontier will pay almost anything to anyone who can get through to them with a freight ship full of supplies from the outside world. But it's a tall order to fill, even for the experienced



captain at the Psi-5 Trading Company; because, needless to say, these marauders are not going to take too kindly to any last ditch efforts to spoil their little intergalactic carnage.

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PSI-5 TRADING COMPANY

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